

PRIMA'S OFFICIAL STRATEGY GUIDE

Complete card list of  
over 1,000 cards!

Yu-Gi-Oh!

Worldwide Edition

*Stairway to the Destined Duel*



[primagames.com](http://primagames.com)

This game has received the following rating from the ESRB

EVERYONE



KONAMI

CONTENT RATED BY  
ESRB



# Yu-Gi-Oh! Worldwide Edition

Stairway to the Destined Duel

Elliott Chin

prima's official strategy guide

Prima Games  
A Division of Random House, Inc.

3000 Lava Ridge Court  
Roseville, CA 95661  
1-800-733-3000  
www.primagames.com

 The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2003 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Associate Product Manager: Jill Hinckley  
Project Editor: Carrie Ponseti  
Design & Layout: Derek Hocking

©1996 KAZUKI TAKAHASHI

Konami is a registered trademark of KONAMI CORPORATION.

© 2003 KONAMI & Konami Computer Entertainment Japan

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Interactive Digital Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit [www.esrb.org](http://www.esrb.org). For information regarding licensing issues, please call the IDSA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

**Important:**  
Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4300-7

Library of Congress Catalog Card Number: 2003104009

Printed in the United States of America

03 04 05 06 CG 10 9 8 7 6 5 4 3



## Contents

Introduction to Dueling	2
Deck-Building Strategies	8
Campaign Walkthrough	17
Card List	48
Booster Packs	138



## Introduction to Dueling

In the alleys of Battle City, Dueling thrives stronger than ever! Hot on the heels of *Eternal Duelist Soul* comes *Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel*, a new *Yu-Gi-Oh!* game that is bigger and better than any of its predecessors.

With more than 1,000 cards and 25 Duelists, this promises to be the best Dueling experience yet. So prepare yourself and your cards. It's time to Duel!

## The Road to the Destined Duel



as Yugi, Tea, and Seto return to Duel you for fame, glory, and the rights to hundreds of cards. But lurking in the shadows of Battle City are the Ghouls, who are out to steal rare cards from all Duelists.

These indiscriminate thieves are determined to ruin Dueling for everybody, but they've tangled with the wrong person—you. As you battle your rivals and gain powerful new cards, you acquire the strength and skill to take on the world's best Duelists, such as Yugi and Pegasus, and eventually stop Marik Ishtar and his thieving Rare Hunters. For more on the story and how it unfolds in *Yu-Gi-Oh! Stairway to the Destined Duel*, read the Campaign Walkthrough.

### What's New

*Stairway to the Destined Duel* is similar to its predecessor, *Eternal Duelist Soul*. In addition to faithful adherence to the trading card game, the games have the same interface, password system, and basic gameplay.

But if you haven't played *Eternal Duelist Soul*, don't worry. *Stairway to the Destined Duel* is a perfect adaptation of the trading card game, completely faithful to card game rules. The transition from the physical card game to this video game is extremely easy.

But there are a few differences from *Eternal Duelist Soul*:

- **More cards:** Addition of many cards that weren't in previous *Yu-Gi-Oh!* games.
- **A new Battle City:** Battle City now encompasses 14 city blocks through which you wander to find Duelists to challenge and non-Dueling passersby to talk to.
- **New Duelists:** *Stairway to the Destined Duel* has 26 Duelists. Many have returned from *Eternal Duelist Soul*, but some are new. You find Dark Marik, Dark Tea, Dark Joy, and Duke Devlin joining the ranks of Pegasus, Mai, Strings, and other favorites.

### Rock, Paper, Scissors

When you begin a Duel against one of the computer-controlled Duelists or a friend playing through the Game Boy Advance Link Cable, you first play a quick game of Rock, Paper, Scissors to determine who goes first. The winner decides. Going first isn't always best.

The Duelist who goes first cannot attack. Although you can play your Monster, Magic, and Trap Cards, you can't attack your opponent with your first Monster until your second turn. The player who goes second has no such restrictions.



### Dueling Basics

- Each player starts with 8,000 Life Points.
- At the beginning of the Duel, each player draws five cards.
- At the beginning of each turn, including your first turn, you draw a card.
- The playing area is called the Dueling Field.





*The Dueling Field*

You can summon onto the Field one Monster Card per turn, provided it is a four-star creature or less.

Monsters with more than four stars require a sacrifice before they can be played on the Field.

A Special Summon can be put on the Field under special circumstances and does not count toward the usual limit of one Monster summoning per turn.

You can play any number of Magic and Trap Cards per turn.

You can have a maximum of five Monster Cards on the Field.

You can have a maximum of five Magic or Trap Cards (in any combination) on the Field, including a Field Magic Card.

Bringing a card from your hand into play on the Field is called either a "summon" or a "Set", depending on how you place the card. When you summon a Monster, you place it face-up in the vertical or Attack Position. When you Set a Monster, Magic, or Trap Card, you place it face-down on the Field in a horizontal position to indicate that they are in Defense Position.

Monsters in Attack Position can attack an opponent's Monsters during the Battle Phase of the turn. If they are attacked, any damage beyond their ATK value harms you directly.

Monsters in Defense Position cannot attack, but when they are destroyed in battle, any damage beyond their DEF rating does not harm you.

You do not have to play any cards during your turn if you don't want to.

If at the end of your turn you have more than six cards, you must discard until you hold six or fewer cards.

The minimum Deck size is 40 cards. The maximum Deck size is 60 cards. Any Fusion Monsters in your Deck don't count and are kept in a separate area of the Field away from the rest of your Deck during play. For more on Fusion Monsters, refer to "Card Types" later in this section.

You may also create a Side Deck of 15 cards that are unavailable during a Duel. If you are playing a Match—a set of three Duels—you can swap out cards from your existing Deck for cards from your Side Deck after each Duel. This allows you to adjust your game plan to your opponent's strategies.

You do not need a Side Deck to compete in a Duel or Match, however. It is purely optional.

One player wins the Match when he meets one of several victory conditions.

## Turn Phases

Each player's turn consists of six phases.

### Draw Phase

You draw one card from the top of your Deck in this phase.

### Standby Phase

During this phase, the effects of cards in play are activated. A card that gives you +500 Life Points each turn, for example, would give you a bonus life during the Standby Phase.

### Main Phase 1

In this phase, you summon or Set your Monster, Magic, and Trap Cards. Once you position a Monster in this phase, it cannot be changed until the next turn.

### Battle Phase

In this phase, any of your face-up Attack Position Monsters may attack your opponent's Monsters. If your opponent has no Monsters on the Field, you may attack him or her directly.

### Main Phase 2

This phase is identical to Main Phase 1, but if you have already summoned or Set a Monster in Main Phase 1, you cannot do so again in this phase.

### End Phase

If you have more than six cards in your hand at the end of your turn, you must discard.



## The Different Decks

You carry three Decks when seeking Duels, not including your Trunk. The Trunk is where you keep all your extra cards.

### Main Deck

Your Main Deck consists of 40 to 60 cards plus any Fusions you have. Fusions don't count against the 60-card limit.

### Fusion Deck

When you are in a Duel, your Fusion Cards are separated and put in a Fusion Deck in a part of the Field separate from your Main Deck. The Fusion Deck can have a maximum of 20 Fusion Monsters. You don't need a Fusion Deck to Duel.

### Side Deck

This Deck can hold up to 15 cards. During a Match, you can swap out cards from your Main Deck for new cards from your Side Deck between Duels.

The Side Deck should have cards that are especially good against certain situations but not for everyday use. For example, keep cards that are specially designed to fight Dragons, such as Dragon Capture Jar, in your Side Deck until you face Seto. Then swap it in from your Side Deck for a big advantage. You don't need a Side Deck to Duel or play a Match.



## Winning a Duel

 You win a Duel when you reduce your opponent to 0 Life Points or fewer.

 The first Duelist who has no cards in his Deck to draw in the Draw Phase of his turn is declared the loser.



 You win a Duel if you have the five Exodia Cards in your hand. They are Exodia the Forbidden One, the Left Arm of the Forbidden One, the Right Arm of the Forbidden One, the Left Leg of the Forbidden One, and the Right Leg of the Forbidden One.

 If you have the Destiny Board Card, you can win a Duel if you use the card's special ability to play all four Spirit Messages onto the Field. One Spirit Message may be played in a turn.

## Card Types

*Yu-Gi-Oh! Stairway to the Destined Duel* features three types of cards—Monster Cards, Magic Cards, and Trap Cards. Monsters can attack enemy Monsters or the opposing Duelist directly. Magic Cards have a variety of effects, all of which come into play if activated from your hand or on the Field by being flipped face-up.

Trap Cards must be set on the Field before they can be played. Their effects cannot be activated from your hand directly. Usually, they can be played only in reaction to an opposing Duelist's action—after an attack is declared, for example, or after a Monster has been summoned.

## Monster Cards

Monster Cards come in four types—Normal, Effects, Fusion, and Ritual. All Monsters belong to one of 20 types, have one of six attributes, have a Monster Level (represented by stars), and have a value for Attack Points and Defense Points.

### Effects Monsters

Effects Monsters have a special effect that comes into play under special circumstances. Effects Monsters may destroy enemy cards when flipped face-up, restore Life Points, or prevent the activation of Traps.



### Fusion Monsters



Fusion Monsters can be played only after you combine two or more specific Monsters using the Magic Card called Polymerization. Cards used in the Fusion are sent to your Graveyard and the newly summoned Fusion Monster is then put into play. Summoning a Fusion Monster is a Special Summon and does not count toward your limit of one summon or Set Monster per turn. The most powerful Monsters in the game are Fusion and Ritual Monsters.

you're Graveyard and the newly summoned Fusion Monster is then put into play. Summoning a Fusion Monster is a Special Summon and does not count toward your limit of one summon or Set Monster per turn. The most powerful Monsters in the game are Fusion and Ritual Monsters.

### Ritual Monsters

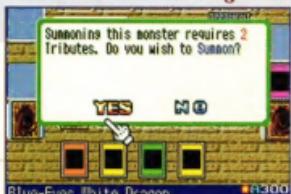


Ritual Monsters can be summoned only by activating a Magic Card keyed to the specific Ritual Monster. Then you must Tribute enough Monsters to match the Ritual Monster's level. Unlike a Normal Summoning, Tributes to summon a Ritual Monster can be made from cards on the Field or in your hand.

For example, to summon the Level 8 Magician of Black Chaos, you must activate the Dark Magic Ritual Card and then sacrifice enough Monsters to add up to Level 8. Those Monsters would go to the Graveyard, and the Ritual Monster would come into play.

Ritual Monsters differ from Fusion Monsters in two respects: You do not need Polymerization to play them, and you can use any Monsters in any combination as long as they meet or exceed the level requirement. Also, summoning a Ritual Monster is a Special Summon. Unlike other Monsters, it does not count toward your limit of one summoned or Set Monster per turn.

### Tribute and Summoning Monsters



All Monsters have a Level from 1 to 12. Monsters at Level 1 through 4 can be summoned onto the Dueling Field once per turn. Monsters at Level 5 or higher cannot be brought into play without first sacrificing a Monster. This Monster sacrifice is called a Tribute.

Monsters at Level 5 and 6 require one Tribute. Monsters at Level 7 or higher require two Tributes. When making a Tribute to play a higher-level Monster, you must sacrifice a creature from the Field, not from your hand.

#### Required Tributes

Star Level	Tributes
1-4	None
5-6	1
7+	2



the Ritual Monster's level. Unlike a Normal Summoning, Tributes to summon a Ritual Monster can be made from cards on the Field or in your hand.

## Magic and Trap Cards



Some Magic Cards heal your Life Points or attack your opponent's Life Points. Others destroy or revive Monsters, boost the strength of Monsters, weaken enemy Monsters, or perform various special effects. You can activate as many Magic Cards in your hand as you want per turn.

Some Magic and Trap Cards, called Equip Cards, are attached to a specific Monster and either enhance or weaken that Monster. Usually, when that Monster is destroyed, so is the Equip Card.

Trap Cards must be set on your Field before they can be activated. Trap Cards are a little more restricted than Magic Cards in terms of when they can be played. In most cases, a Trap Card can be played as a response in any phase of a turn. At that point, they resolve as Magic Cards and also offer a wide variety of effects. Most Trap Cards can even be played during your opponent's turn to counter their attacks or actions. Trap Cards are an important defense against enemy Decks.

### NOTE

One special type of Magic Card bears mentioning. This is the Field Magic Card. Only one Field Magic Card can be played at a time during a Duel. The most recent Field Magic Card played overrides the previous Field Magic Card.



Cards change the terrain of the Duel. Each Monster Type benefits from one or two specific terrains and suffers under others. Umi, the Water terrain card, boosts Fish Monsters but weakens Machine Monsters. Monsters boosted by a Field Magic Card get a 200-point bonus to ATK and DEF; Monsters weakened by it get a 200-point penalty.

## Dueling Strategies

Winning a Duel in Yu-Gi-Oh! Stairway to the Destined Duel can be as simple as playing the strongest Monsters in the game or as complicated as setting up Traps and counter spells to confuse and confound the opponent while attacking with various Monsters and Magic Cards.

To dominate opposing Duelists and dodge potential defeat, however, make frequent use of Trap Cards and Effects Monsters.

### Set Cunning Traps

Trap Cards are ideal for turning an opponent's perceived advantage back upon him or her. Leave a vulnerable Monster in Attack Position, with a Trap on the Field, for example, and lure your opponent into a reckless attack. As soon as the Duelist attacks, flip-up your Trap. Either destroy the opponent's Monster or inflict some equally annoying effect, such as redirecting your foe's attack back at him or freezing your foe's Monster in place.

The game has many elaborate Trap Cards. Some particularly useful ones are discussed further in the "Deck-Building Strategies" section.

### The Wonders of Effects Cards

Effects Monsters have a role similar to that of Trap Cards. These Monsters have many of the powers of Trap and Magic Cards, but they can also defend and attack. Usually, the special effect comes into play once the card is flipped face-up, so Set most Effects Monsters initially face-down, in Defense Position.

A few Effects Monsters trigger their effect in another situation, such as dying. For example, when Giant Rat is sent to the Graveyard, it lets you Special Summon one Monster from your Deck into your hand. Make use of Effects Monsters and Trap Cards to punish an opponent who attacks you recklessly.



## Use the Defense Position

Sometimes opposing Monsters surpass your Monsters' ATK ratings. In that case, make use of the Defense Position when playing Monsters. If you know your Monster is too weak to attack, Set it in Defense Position to protect your Life Points. It dies if attacked, but no damage goes through to you.

For a great lesson on why using Defense Position is good and never using it is bad, play Kaiba Mokuba in the campaign. He has a very bad habit of playing even his weakest Monsters in Attack Position, instead of in the much safer Defense Position. Such foolishness is the main reason he is the easiest Duelist to defeat.

## Life and Death

In a typical Duel, you can lose Life Points in the blink of an eye. Always protect yourself with Magic Cards that can restore Life Points, or better yet, prevent damage before it ever happens.



With Solemn Wishes giving you bonus Life Points every round, you have the advantage.

Conversely, a good strategy is to attack your opponent on two fronts with Monsters and Magic. Monsters are easy to block and easy to kill, and with Magic Cards, you can directly harm an opposing Duelist. Consider it your knockout punch.

For a list of cards ideally suited to preventing and healing damage, as well as dishing it out, read the "Deck-Building Strategies" section.

## NOTE

Match 4: Activated 16



Chains are a series of cards played in response to each other. If you have a card that can counter a Magic Card, for example, the game asks if you want to resolve the card activation as part of a Chain. At that point, you could play a Trap Card like Magic Jammer to halt the opposing Magic Card.

The game only prompts you to respond if you have a card that can be played as a Chain. Otherwise, the Magic Card plays out normally. Even if asked to respond with a Chain, you are not obligated to do so. Sometimes, it is wiser to let the initial spell go through and save your Chain response for a more advantageous time.

## Passwords

One of the best features of Yu-Gi-Oh! Stairway to the Destined Duel is that you can get all the cards in the game by entering the passwords from the actual cards.

Each Yu-Gi-Oh! trading card has an eight-digit number in the bottom-left corner. Enter this number when you are playing a game by pressing **Ⓐ**. You're taken to a Password screen where you can input the number. You can only gain a card once from a password, no matter how many times you enter it.



## Deck-Building Strategies

Just knowing the basics of how to Duel isn't enough to guarantee victory. The best Duelists have the game half won before they step onto the Dueling Field. They spend hours building their Decks, carefully adding and subtracting cards according to a focused strategy.

If you really want to succeed in Yu-Gi-Oh!, you must learn to build strong and useful Decks—Decks good enough to challenge any Duelist you face.

### Deck Basics

Before building your Deck, you must first understand a few basics.

#### Deck Size

Your Deck must have a minimum of 40 cards and can have a maximum of 60. Try to keep your card count closer to 40 than 60. If your Deck is built around a core group of cards, every card beyond 40 is one more card standing between you and the cards you need. Trim your Deck to the minimum to increase your chances of drawing the card you want. Adding more cards decreases that chance.

#### Adding Cards



You start Stairway to the Destined Duel with a 41-card Deck, but you can add hundreds of new cards as you play the game.

After every Duel, you win the right to choose from among a selection of booster packs. Clicking on a booster gives you five cards. You also get five cards when you win tournaments or challenges, defeat Ghouls, and when you receive the weekly Yu-Gi-Oh! Magazine in the game.



All new cards go into the Trunk. Go to the Deck and Trunk view to move cards between your Trunk, Main Deck, and Side Deck as you build and tweak your new Deck.

#### Card Limits

You may not have more than three copies of a card in your Main and Side Decks. Limited and Semi-Limited Cards are even more restricted: You may have only two copies of a Semi-Limited Card in your Deck and only one copy of a Limited Card. You know these cards are really powerful if they are restricted in this way!

Look at them, at least, and consider adding them to your Deck. They are usually very powerful Magic and Trap Cards, or Effects Monsters with great abilities.

#### Semi-Limited Cards

- Backup Soldier
- Graceful Charity
- Morphing Jar #2
- Nobleman of Crossout
- Sangan



#### TIP

##### Magician of Faith



[Spelcaster/Effect]  
FLIP: Select 1 Magic Card from your Graveyard and return it to your hand.

To get around the Semi-Limited and Limited restriction, add three Magician of Faith to your Deck. Each time this card is flipped, you can bring a Magic Card from

your Graveyard back into your hand and use it again. Having three Magician of Faith Cards could, for example, let you use Magic Cylinder four times!



**Limited Cards**

- Bell of Destruction
- Call Of The Haunted
- Card Destruction
- Ceasefire
- Change of Heart
- Confiscation
- Cyber Jar
- Dark Hole
- Delinquent Duo
- Exodia the Forbidden One
- Harpie's Feather Duster
- Heavy Storm
- Imperial Order
- Jinzo
- Left Arm of the Forbidden One
- Left Leg of the Forbidden One
- Limiter Removal
- Magic Power
- Magic Cylinder
- Mirror Force
- Monster Reborn
- Morphing Jar



- Painful Choice
- Pot of Greed
- Premature Burial
- Raigeki
- Right Arm of the Forbidden One
- Right Leg of the Forbidden One
- Slate Warrior
- Snatch Steal
- Swords of Revealing Light
- The Forceful Sentry
- United We Stand
- Upstart Goblin
- Witch of the Black Forest

**Monsters**

Ultimately, *Stairway to the Destined Duel* is about beating up on the opposing Duelist. In most cases, you win by reducing your opponent's Life Points to 0. You do that quickest by playing lots of Monsters and attacking ferociously.

**TIP**

Look closely at the Level and power of all your Monsters. Many Level 5-7 Monsters simply aren't worth the cost. They are priced high because their ATK and DEF values combine for a high sum. But you only use a Monster for one or the other, not both. You can be much more efficient by choosing lower-level Monsters that score high in one point area and low in the other.



For instance, *Dark Magician* is a Level 7 Monster with 2,500 ATK and 2,100 DEF. It's a tough Monster to play because it requires two Tributes. At Level 6, *Summoned Skull* is much easier to play, and it has the same ATK strength—2,500! You won't ever use a *Summoned Skull* to defend, so you just need its high ATK. Ditch the *Dark Magician* for the *Summoned Skull*.

If you don't want to give up the defense power, you can choose from plenty of four-star Monsters with 2,000 DEF, such as *Banisher of the Light* and *Mystical Elf*, that have no Tribute cost. Weed out Monsters that look good but aren't worth their cost.

Yu-Gi-Oh!'s Tribute system makes playing the strongest Monsters tough. You can't just summon a 3,000 ATK Blue-Eyes White Dragon whenever you like. You need two Monsters on the Field to Tribute. And because you can only summon a Monster with a maximum of Level 4 each turn, you are restricted in the strength of Monsters you can play each turn. Having those two Monsters survive long enough for you to play that Dragon is easier said than done!

**Side Deck**

In some instances in *Stairway to the Destined Duel*, you play Matches instead of Duels. A Match consists of a set of three Duels. The winner takes two Duels out of three. You build a Side Deck for Matches.

A Side Deck can have up to 15 cards. Your Side Deck should include cards that are too specialized or expensive for everyday use but are perfect against select Decks or Monsters. You can use Magic Cards that destroy certain types of creatures, such as Last Day of Witch. These are useful when you battle a Deck that is predominantly Spellcasters. Or you could add extra Trap Removal Cards to swap in if you fight a Magic-heavy Duelist such as the Ghoul Odion.

Expensive Effects Monsters could also go in here. Buster Blader, a Level 7 Monster with 2,600 ATK that gets +500 ATK for every Dragon on the opponent's Field, would be ideal to swap in when facing Seto and his Blue-Eyes White Dragon.

### Tri-Horned Dragon


**(Dragon)**

An unworthy dragon with three sharp horns sprouting from its head.

High-level cards such as Tri-Horned Dragon are strong, but if you have too many, you'll never have enough Tributes to pay for them all.

Because your Level 5 and higher Monsters need lower-level Monsters to summon them, always have enough cards at Level 4 and under to support them. If your Deck has 30 Monsters, don't add 15 Level 6 and higher Monsters with ATK 2,400 or more. They're strong, but you don't have enough Tributes to play them all.

Worse, excess high-level Monsters take up Deck space that could be used for more useful Effects Monsters or Magic Cards.

**TIP**

*Swords of Revealing Light is a must-have Magic Card if you have lots of high-level Monsters in your Deck. It gives you three rounds to play Monsters without fear of attack. You can lay out the necessary Tributes without fear of losing it and get your Level 7 and higher creatures out easily.*

Strive to have enough non-Tribute Monsters to support your Tribute Monsters. Of the Tribute Monsters, restrict your Deck to only one or two Monsters of Level 7 or higher. If you want large Monsters, Ritual Monsters are a much better bet, because you can Tribute Monsters from your hand, rather than just the Field.

The table below lays out a working guideline. As always, adjust it to your own Deck strategy.

### Monster Level Percentage of Total Monsters

Level 1-4	60-70 percent
Level 5-6	20-30 percent
Level 7+	0-10 percent

Of your low-level Monsters, one-third to one-half should be useful Effects Monsters. In a 40-card Deck with 20 Monsters, that means about seven Normal Monsters, seven Effects Monsters, four Level 5-6 Monsters, and two Level 7 or higher Monsters.

### Ritual Monsters

Ritual Monsters are the best high-level Monsters in your Deck. They are better than Normal Monsters, especially at Level 7 and above, because you can Tribute Monsters from your hand right away, rather than wait to play a Monster on the Field.

Waiting for two Monsters to survive until the third round for a Tribute summon is risky; Ritual Monsters reduce the risk. If you have the right combination of cards in your starting hand, you can even play a 3,000 ATK Blast Luster Soldier on turn one! And because Ritual Monsters are Special Summons, you could summon another if you had any leftover Monsters.

Ritual Monsters are also better than Fusion Monsters because Fusions require two Monsters of a specified type. Rituals just require enough Star Levels to equal the Ritual Monster's level. If your Deck calls for a strong Monster, consider the Ritual Monster first.

### Fusion Monsters

There is no harm in adding Fusion Monsters to your Deck, because they reside in a separate Fusion Deck on the Field. You can have up to 20 Monsters in your Fusion Deck. The problem is drawing the right combination of cards to play them in a Duel.

If you make Fusions a significant part of your strategy, add as many of the following cards to your Deck as possible.

- Beastking of the Swamps
- Cyber-Stein
- Fusion Sage
- Goddess with the Third Eye
- Monster Eye
- Mystical Sheep #1
- Magician of Faith
- Polymerization



Polymerization is the Magic Card that you must activate to create the Fusion. But Fusion Sage, Monster Eye, and Magician of Faith all let you bring that card into your hand faster, or even back from the Graveyard for more uses.

### Cyber-Stein



**(Machine/Effect)**  
At the cost of 5000 of your own Life Points, you can Special Summon 1 Fusion Monster from your Fusion Deck in face-up Attack Position.

If you can't wait for the component creatures to fall into place, Beastking, Goddess, and Mystical Sheep #1 can substitute for one of your Fusion materials. Lastly, Cyber-Stein is immensely powerful because it lets you Special Summon any Monster from your Fusion Deck for 5,000 Life Points without the need for any other cards.

Despite being the most powerful Monsters in the game, Fusions are hard to count on. But if you use these cards to help you, you can make them a core part of your Deck strategy.

### Strength in Non-Tribute Monsters

If you play the strongest Level 4 Monsters and reliably kill the opponent's Monsters before they can be Tributed for higher-level cards, you easily win the Duel—assuming you have your own Magic Cards to handle the opponent's game-altering Magic.



Because they can be played any time, many of the best Level 4 Monsters—among them Gemini Elf and Vorse Raider—are better than higher-level Normal Monsters twice their strength.

You could even try a Deck with no Level 7 or higher Monsters at all. If you can play the strongest non-Tribute Monsters, killing the opponent's Monsters so he can never Tribute for larger cards, you can win with no cards higher than Level 4. Throw in some Level 5 or 6 Monsters to ramp up the pressure, and you demolish the opponent, whose Monsters can't survive.



These are some of the best non-Tribute Monsters in the game. All these cards have a minimum ATK of 1,800 or a DEF of 2,000 and should be added to your Deck. As you find these cards in the game, replace your weaker Monsters with them. If the majority of your non-Effects Monsters are of this lot, you almost always have the upper hand against other Duelists. Copy Cat is unusual in that it's only a Level 1 Monster, but it can assume the ATK and DEF of any face-up Monster on the opponent's side, no matter what its level.

### NOTE

For detailed information on each card, refer to the Card List section.

#### Best Attack Monsters

Card	ATK
Goblin Attack Force	2,300
Zombyra the Dark	2,100
Dark Elf	2,000
Panther Warrior	2,000
Gemini Elf	1,900
Slate Warrior	1,900
Vorse Raider	1,900
Mechanicalchaser	1,850
7 Colored Fish	1,800
Battle Steer	1,800
Bistro Butcher	1,800
Dunames Dark Witch	1,800
Gearfried the Iron Knight	1,800
Giant Red Seasnake	1,800
Harpie's Brother	1,800
La Jinn the Mystical Genie of the Lamp	1,800
Copy Cat	0

#### Best Defense Monsters

Card	DEF
Aqua Madoor	2,000
Banisher of the Light	2,000
Giant Soldier of Stone	2,000
Humanoid Slime	2,000
Mystical Elf	2,000
Prevent Rat	2,000
Spirit of the Harp	2,000
The Forgiving Maiden	2,000
Copy Cat	0



## Magic and Trap Cards

Magic and Trap Cards can be an extremely powerful element of your Deck, producing a wide array of great effects—sometimes even winning the game for you.

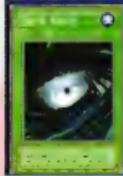
### TIP

Many Magic Cards can hurt you, so add Magic stoppers to your Deck. Magic Jammer is a Trap Card that counters a Magic Card, and Harpie's Feather Duster and Mystical Space Typhoon destroy any Magic and Trap Cards already in play.

These cards are the great equalizers. They can neutralize even the best enemy Monsters, giving you the chance to play your own creatures or get off your powerful spells. No matter what the focus of your Deck, add cards of these types:

- Monster Destruction
- Card Destruction
- Damage Prevention
- Magic and Trap Prevention

### Dark Hole



(Magic)  
Destroys all monsters on the field.

own for defense. Magic Destruction Cards, such as Harpie's Feather Duster, let you neutralize Magic Cards that could cripple your own Monsters. Meanwhile, Damage Prevention and Healing Cards let you survive an opposing Duelist's attacks, buying you time to draw your own game-winners.



Monster Destruction Cards, such as Dark Hole or Torrential Tribute, are perfect for wiping out huge Monsters you can't defeat or clearing out Monsters when you haven't any of your

### TIP

Nothing can stall your momentum faster than Trap Cards such as Mirror Force (which destroys all your Attack Position Monsters) and Magic Cylinder, which redirects your Monster's ATK back at you. If you don't plan on using Traps of your own, add a Jinzo Effects Monster to your Deck. It is a strong Level 6 Monster, but it also renders all Traps ineffective while it is face-up in play.

## Keep It Focused

Only the most inexperienced Duelist throws together a hodge-podge of cards and calls it a Deck. Scattering your resources among all sorts of cards cripples your chances of winning a Duel.

The first step in building a Deck is focus. If you want a Deck that packs a quick punch and overwhelms the opposition with early Monsters, resist the temptation to load up on Dark Magicians and Blue-Eyes White Dragons. Sure, the 2,500 and 3,000 ATK ratings sound good, but having to wait for the right Tribute for these Monsters goes directly against your quick-strike focus.

### Forest



(Basic/Field)  
Increases the ATK and DEF of all Insect, Beast, Plant, and Beast-Karrior-type monsters by 200 points.

One simple theme for Decks is creature types. If you decide on a Beast Deck, for example, add cards that complement Beasts, such as the Forest Field Magic Card to create favor-

able terrain for them, and the Beast Fangs Magic Equip Card to boost their strength. Eliminate non-Beast cards, because they won't benefit from these power-ups.

If you want to create a more complex theme, start with an Exodia Deck. To draw the five Exodia Cards as quickly as possible, limit the Deck to 40 cards and add lots of Magic Cards that let you draw extra cards, such as Pot of Greed, Jar of Greed, Skelengel, and Graceful Charity.

Monsters in such a Deck are for defense only, so go with low-level, high DEF Monsters and add in a few spells to prevent damage, such as Swords of Revealing Light and Nightmare's Steel cage.



You can use a variation of this Exodia Deck for almost any Deck where you are focused on bringing out a select few cards. An example is a Blue-Eyes Ultimate Dragon Deck, where you want to quickly draw Cyber-Stein, Polymerization, and Dragons.

Another Deck focus is Direct Damage Magic Cards. To do lots of damage without Monsters, load up on Tremendous Fire, Hinotama, Ookazi, and Just Desserts, and add in some Trap-neutralizing cards to prevent the enemy from canceling your attack spells.

As with an Exodia Deck, you need only a few high DEF Monsters for defense. Your Magic Cards take care of the rest. Good additions to this Deck would be Swords of Revealing Light and Nightmare's Steelage.

Perhaps the most difficult Deck to create is a Card Destruction Deck. Your goal is to obliterate his Deck so he has no more cards to draw and he loses the Duel. This is called getting Decked. In this case, you want Cyber Jar, Robbin' Goblin, Gravekeeper's Secret, White Magical Hat, Card Destruction, and similar cards. These throw out cards in whole batches from the opponent's Deck. To make sure you don't get Decked first, you want 60 cards, rather than the usual 40.

These are just a few possible focuses when building your own Deck. This section includes lists of cards organized by strategy, such as Healing Cards, Direct Damage Cards, Enhanced Card Drawing, Monster Revival Cards, and so on. Look over these lists for cards suited to your Deck strategy. These lists are by no means complete, but they offer a wide choice for the strategy under each heading.

There is no such thing as a perfect Deck. The point is to build a Deck that is focused enough to win no matter what opponent you face, and flexible enough to roll with any unusual Duelists you might face.

## Best ATK for Level 5-6 Monsters

- Amphibian Beast
- Cyber-Tech Alligator
- Jinzo
- Summoned Skull



## Best DEF for Level 5-6 Monsters



- Beast of Gilfer
- Boulder Tortoise
- Illusionist Faceless Mage
- Labyrinth Wall
- Millennium Golem
- Millennium Shield
- Total Defense Shogun

## Best ATK for Level 7+ Monsters



- Blue-Eyes White Dragon
- Cosmo Queen
- Tri-Horned Dragon
- Senjenjin
- Wingweaver

## Best 7+ Star Monsters for Defense

- Valkyriion the Magna Warrior
- Hyozanryu

## Best Fusion Monsters

- Blue-Eyes Ultimate Dragon
- Gate Guardian
- Meteor B. Dragon
- B. Skull Dragon
- St. Joan



### Cards That Allow Special Summons

- Elegant Egotist
- Giant Rat
- Sangan
- Witch of the Black Forest

### Cards That Prevent Monster Attacks

- Nightmare's Steelcage
- Swords of Revealing Light

### Cards That Negate Damage

- Kuriboh
- Magic Cylinder
- Tornado Wall
- Waboku

### Traps That Stop Monsters

- Gravity Bind
- Shadow Spell
- Spellbinding Circle



### Cards That Neutralize or Destroy Individual Monsters

#### Man-Eater Bug


**Man-Eater Bug**
**Insect/Effect**
**FLIP: Destroys 1 monster on the Field (regardless of position).**

- Acid Trap Hole
- Bell of Destruction
- Crush Card
- Hane-Hane
- Man-Eater Bug
- Michizure
- Nobleman of Crossout
- Penguin Soldier
- Solemn Judgement
- Trap Hole
- Tribute to The Doomed

### Cards for Wholesale Destruction of Monsters

#### Cyber Jar


**Cyber Jar**
**Block/Effect**
**FLIP: Destroys all monsters on the Field (including this monster). Both players then pick up (not Draw) 5 cards from the top of their respective Decks and show the cards to each other.**

- 4-Starred Ladybug of Doom
- Cyber Jar
- Dark Hole
- Infinite Dismissal
- Mirror Force
- Raigeki
- Time Wizard
- Torrential Tribute



## Cards That Neutralize Flip Effects

- Light of Intervention

## Cards That Neutralize or Destroy Magic Cards

Dust Tornado



[Trap]

Destroy 1 Magic or Trap Card on your opponent's side of the field. You can then Set 1 Magic or Trap Card from your hand. This card can only be activated if it is a Quick-Play Magic Card.

- De-Spell
- Driving Snow
- Dust Tornado
- Giant Trunade
- Greenkappa
- Harpie's Feather Duster
- Imperial Order
- Magic Jammer
- Mystical Space Typhoon
- Solemn Judgement

## Cards That Neutralize or Destroy Trap Cards

Jinzo



[Machine/Effect]

As long as this card remains face-up on the field, all Trap Cards cannot be activated. The effects of all face-up Trap Cards are also negated.

- Jinzo
- Harpie's Feather Duster
- Remove Trap
- Royal Decree
- Seven Tools of the Bandit
- Solemn Judgement

## Cards That Let You Draw Additional Cards

- Cyber Jar
- Electric Snake
- Graceful Charity
- Masked Sorcerer
- Morphing Jar
- Pot of Greed
- Upstart Goblin

## Cards That Disrupt an Opponent's Card Drawing

- Card Destruction
- Gravekeeper's Servant
- Needle Worm
- Robbin' Goblin
- Time Seal
- White Magical Hat

## Cards That Weaken Enemy Monsters

- Germ Infection
- Mask of Weakness
- Shadow Spell
- Skull Dice
- Slate Warrior



## Direct Damage Magic Cards

Ookazi



[Magic]

Decreases your opponent's Life Points by 800 points.

- Final Flame
- Hinotama
- Ookazi
- Raimei
- Sparks
- Tremendous Fire

### Direct Damage Trap Cards

- Attack and Receive
- Graverobber's Retribution
- Just Desserts
- Magic Cylinder
- Magic Thorn
- Skull Invitation

### Direct Damage Effects Monsters

- Cannon Soldier
- Catapult Turtle
- Lady Assailant of Flames
- Princess of Tsurugi

### Healing Magic Cards

#### Mooyan Curry



(Magic)  
Increase your Life Points by 200 points.

- Blue Medicine
- Goblin's Secret Remedy
- Red Medicine
- Mooyan Curry
- Soul of the Pure

### Healing Trap Cards

- Solemn Wishes
- Enchanted Javelin
- Numinous Healer

### Healing Effects Monsters

- Dancing Fairy
- Hysteria Fairy
- Marie the Fallen One
- Nimble Momonga

### Monster Revival Cards

#### The Forgiving Maiden



(Fairy/Effect)  
If this card is face-up offer it as a Tribute to return 1 of your monsters destroyed in battle this turn to your hand.

- Backup Soldier
- Call of the Haunted
- Monster Reborn
- Premature Burial
- The Forgiving Maiden

### Excellent Miscellaneous Cards

#### Ultimate Offering



(Draw/Continuous)  
At the cost of 500 Life Points per monster, a player is allowed an extra Normal Summon or Set.

- Jam Defender
- Magic-Arm Shield
- Mask of Restrict
- The Emperor's Holiday
- Ultimate Offering
- Windstorm of Etaqua



## Campaign Walkthrough

The Duelists you face in *Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel* range from the meek to the confident, from the strong to the weak. Some employ tricky Traps and Magic; others overwhelm you with Monsters. All have some nasty tricks up their sleeves (well, maybe all except Mokuba). This section contains tips, strategies, and sample card lists for each Duelist to make your Dueling experience easier.

In *Stairway to the Destined Duel*, you step into the streets of Battle City to once again prove your card skills against the best Duelists in the world. Yugi, Seto, Tea, Joey, Bakura, and the rest of the familiar *Yu-Gi-Oh!* family are ready to engage you in friendly competition. But the sinister Ghouls—evil card thieves led by the villainous Marik Ishtar—also lurk in the alleyways of Battle City.



As you begin the game, you see Battle City drawn into 14 city blocks. Move from block to block to see what each has to offer. Within each block are icons for Passengers or a small screen showing a Duelist. The TV screen is fuzzy if you've never faced that Duelist before. Once you have, you always see the Duelist's face instead of the fuzzy screen.

The contents of a city block can change daily. On some days, a block might have one Passenger and one Duelist, or two Passengers and no Duelists, or three Duelists and no Passengers. Duelists never stay in the same place, however. You must move around to find new Duelists to battle or to track down former competitors for another Duel.

Passengers are non-Dueling citizens who are catching the subway to move about the city. If you don't feel like Dueling, select them to have a small chat. Sometimes they give you helpful advice on how to Duel; other times they provide interesting conversation.



You can only see the areas immediately surrounding the block you're in. If you want to check out Duelists or Tournaments in more distant parts of Battle City, you must move around.

Throughout the game, you can wander around Battle City all you want and Duel whomever you like whenever you want. There is no time pressure, and the game is open ended so you can play forever. But regular events constantly challenge you, and a storyline weaves its way through the game.

### NOTE

Another reason to Duel is to gain points. You gain points when you win a Duel, and you lose points when you lose. Points aren't just for bragging rights. The more points you have, the more booster packs you'll receive in the game. You gain the most points for winning Matches or Tournaments and succeeding at the monthly Target Week contests.

Situation	Point Gain/Loss
Win Duel	+50
Draw Duel	+20
Lose Duel	-30
Win Match	+150
Draw Match	-30
Lose Match	-50
Win 2 Matches in a row	+300
Win Target Week	+200

### Regular Events

*Stairway to the Destined Duel* moves at a fast pace. Every time you Duel or talk to a passenger, a day goes by in the world's calendar. As time marches on, regular events surface.



## Yu-Gi-Oh! Duelist Weekly

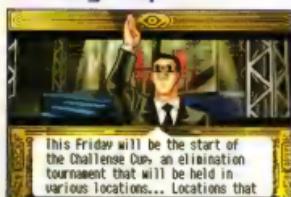
Every Tuesday, the Yu-Gi-Oh! Magazine, *Duelist Weekly*, appears on newsstands. As a competing Duelist, you get a free copy and the five free cards that come with it. This is a great way to add new cards to your Deck.



Hello Duelists!!! How does the dueling? Find out with this issue of "Duelist Weekly"! And remember... There are 5 free cards

The game draws from a huge pool of cards for these Magazine Packs, so you get your fair share of lemons and gems. And because time goes by quickly, you get dozens of cards as you play.

## Challenge Cup



Every weekend, a Challenge Cup Tournament is held somewhere in the city. The location changes weekly, so you must be in the right place at the right time to see and enter them. You know you're there when you see the Tournament icon in an adjacent city block.

If you enter the Tournament, you play a Match against a randomly chosen Duelist. Even Duelists you've not yet unlocked are available to be drawn in the Tournaments, so don't be surprised if you face Pegasus, Mokuba, or a Ghoul! If you win the Tournament, you get a five-card Tournament Pack, which usually includes some fine cards.

## Target Week

An event called Target Week is held each month. You get one week to hunt down and challenge two randomly assigned Duelists. Succeed in finding and beating them once each, and you win bonus points at the end of the week.



Here are the results for the previous Target Week!!! You've done it!!! You've earned your Bonus Points fair and square!!!

Unlike Tournaments, Target Week finds you. No matter where you are, Tournament organizers give you two targets, tell you that you have a week to beat them, and then set you loose in Battle City.

## Championships



Once a month, a Championship Tournament appears randomly in the city. A Championship is like a regular Tournament in terms of how you find it and enter it, but it's a three-day event. Day

one is the qualifying round. If you win that Match, you play the next day in the semifinals. If you win the semifinals Match, you

can play in the finals the next day.

If you win, you gain another Tournament Pack with even better cards. As in a standard Tournament, your opponents are drawn randomly from the game's total pool of Duelists.

## K.C. Cup



Occasionally you find the K.C. Cup camped in a city block. This is Kaiba Corp's Tournament, and although Seto's company runs it, the Duelists are drawn randomly as in other Tournaments. The

format is the same as for a Championship, with similarly good prize cards.

## Ghouls



Later in the game, the Tournament advisers of Battle City inform you that Ghouls, mysterious card thieves, are hiding among the Passengers, waiting to pounce on unsuspecting Duelists, and

stealing their rare cards. If you get such a message, the next Passenger you talk to is probably a Ghoul in disguise.

If that happens, you're taken to a Duel screen and must battle the Ghoul as if you were facing any other Duelist. However, if you lose, the Ghoul takes one of your rare cards. Be careful!

If you win, the rewards are tremendous. You can't choose from a booster pack as with other Duelists, but you win five extremely rare cards. Fighting Ghouls is a great way to acquire hard-to-find cards.

Ghouls also butt in on your other Duels once they have been introduced to the game. Sometimes a Ghoul pushes aside a Duelist you've challenged, and you have to Duel the Ghoul instead.



## **The Ghoul's Hideout and the Marik Storyline**



happened to Tea. She has been acting strangely, and Trusdale doesn't know why.

When Tea comes looking for you, you can tell that she has been possessed by Marik! She isn't the only one he has brain-washed. To rescue Tea and Joey from his clutches, follow Tea to the Ghoul's Hideout and Duel Marik. She takes you to a hidden pyramid with five chambers. Waiting in each one is a Ghoul or possessed Duelist. You face Dark Tea first, then Arkana, Dark Joey, Odion, and finally Dark Marik.

If you lose even once, you're booted back into Battle City. You must Duel the Ghouls again to get invited back to the Ghoul's Hideout.



If you win every Match, you free Tea and Joey and gain the grudging respect of Marik Ishtar. Defeating Marik and freeing Tea is the trigger that unlocks the five Ghouls, Marik, and Shadi, who then become available as normal Duelists. Ghouls among the Passengers sometimes ambush you, but their portraits also show up in city blocks so you can Duel them specifically. Marik and Shadi also appear on the map.



Heh! I can't thank you. But I will honor my promise. I will return Joey and your friends. But do not be fast enough to believe that this

## Type Limitation Examinations

After you return from the Ghoul's Hideout, the game's final event presents itself: The Type Limitation Examinations of Battle City. These Exams appear as Tournaments, but they don't move around randomly. They stay in the city block in which they appear.

In a Type Limitation Exam, you must fight a Duel using only the Monster Types allowed by the Exam. Your first Exam is the Warrior Type Exam, in which you can only use Warriors and Beast-Warriors. If you win, you get all the Warrior and Beast-Warrior cards in the game.



After the Warrior Exam is the Spellcaster Exam. After you pass this Exam, more Type Limitation Exams appear throughout the city. You can replay an Exam just for fun, because the Exams stay in the city block in which you found them.

Sometimes, a Type Limitation Examination isn't just limited to a Monster Type. Some Type Limitation Examinations limit you to Dueling with no Effects Monsters, no Monsters with ATKs over 1,000, and no Monsters with DEF above 1,000.

### Type Limitation Exams

Warriors only

### Spells only

## Dragons only

### Insects only

Level 4 Monsters and below only

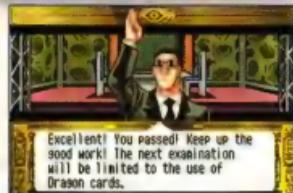
Monsters with ATK below 1,000 only

## Monsters with DEF b

## No Effects Mons

## No Magic Cards





Excellent! You passed! Keep up the good work! The next examination will be limited to the use of Dragon cards.

After you've passed all Type Limitation Exams, you have all the cards, and you can go into the Options screen and select the Card Limits option to play without the traditional Yu-Gi-Oh! limitations.

## Duelists

The game starts with 12 Duelists available to challenge. They randomly wander the blocks of Battle City, and the only barrier to Dueling them is finding them. The Duelists:

-  Bakura Ryuu
-  Espa Roba
-  Ishizu Ishtar
-  Joey Wheeler
-  Kaiba Seto
-  Mai Valentine
-  Mako Tsunami
-  Rex Raptor
-  Tea Gardner
-  Trusdale
-  Yugi Moto
-  Weevil Underwood



### NOTE



Wait! This one is mine!!!

When you wish to Duel Bakura, Marik intrudes. If you want to Duel one of them, challenge the other (to Duel Marik, for example, challenge Bakura).

After you unlock Makuba and Marik, they interact with Seto and Bakura, respectively. When you wish to Duel Seto, his Avenger Mokuba steps in and vice versa.

The game also has 15 secret Duelists to unlock. The following table identifies them and tells how to unlock them.

### Secret Duelists

Duelist	How to Unlock
Arkana	Rescue Tea from Marik
Bandit Keith	Beat every Duelist five times, except for Mokuba, Duke Devlin, and Pegasus
Dark Joey*	Enter the Ghoul's Hideout to rescue Tea
Dark Marik*	Enter the Ghoul's Hideout to rescue Tea
Dark Tea*	Enter the Ghoul's Hideout to rescue Tea
Duke Devlin	Beat every Duelist once
Kaiba Mokuba	Lose five times
Lumis and Umbra	Rescue Tea from Marik
Marik	Rescue Tea from Marik
Pegasus	Acquire a Toon World Card in your Deck
Odion	Rescue Tea from Marik
Rare Hunter	Rescue Tea from Marik
Shadi	Rescue Tea from Marik
Strings	Rescue Tea from Marik

\* The Dark versions of these characters appear only when you enter the Ghoul's Hideout to battle Marik and rescue Tea and Joey. They are not regular Duelists that you can Duel in the city.

### NOTE

You sometimes can fight Ghouls when they are hiding among Passengers, but they don't show up as Duelists on city blocks until you finish the Tea kidnapping episode. After that, all the Ghouls, and Marik and Shadi, appear on the map like normal Duelists.

## Common Strategies against Duelists

Lots of Duelists have these cards: Torrential Tribute, Raigeki, Dark Hole, and Mirror Force. All four can wipe out your Monsters on the Field. Torrential Tribute and Mirror Force are Traps and thus thwarted by Jinzo and Royal Decree.

The other two are Magic Cards and can only be blocked by cards that can stop Magic, such as Magic Jammer or Imperial Order, which makes all Magic Cards ineffective. Raigeki and Dark Hole also can be countered directly by specific cards—Anti Raigeki and White Hole.



Swords of Revealing Light is annoying when used against you, and most Duelists have it. Make use of it yourself if necessary, but if the opposing Duelist employs it, get rid of it. The Monster Card

Weather Report is designed specifically to fight Swords of Revealing Light. It gets rid of that card and gives you two Battle Phases to make up for it!

Many Duelists also have Monster Reborn. Aside from having Magic Jammer, you can do little about this. Don't curtail Monsters in your Deck in fear of this card. Just be ready to use Monster Removal Cards on your own Monster if necessary.

One great way to remove the opposing Duelist's high-level Monsters and get your own heavy-hitters into play is to use Change of Heart on the enemy's strongest creature and then use it as Tribute for your own Monsters. Play Change of Heart in Main Phase 1, attacking with the Monster in Battle Phase, and then using it as Tribute in Main Phase 2 to summon a Tribute Monster. That way, you use the enemy Monster twice—once to attack the enemy and then as Tribute—and then remove it from the game.



Especially in the beginning of the game, you can't match the power of the other Duelists' stronger Monsters. Use your enemy's tactics against them by getting cards such as Dark Hole and Mirror Force. Tribute to The Doomed and Fissure are good cards to remove individual Monsters.

In the beginning of a Duel, or when you face one or no Monsters on the Field, Set a Special Summons Effects Monster on the Field, such as Giant Rat and Mother Grizzly. These Monsters

can call a Monster onto the Field when they die, so when your turn starts, you already have a Monster ready for Tribute.

Use Monster Removal Cards on face-down Monsters, so as not to trigger any Flip Effects they might have. Many Duelists have Flip Effects Monsters, and if you attack them with your own Monsters, you trigger those effects.

### Fire Princess



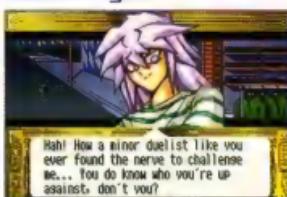
[Type/Effect]  
You can inflict 600 points of Direct Damage to your opponent's Life Points each time you recover your own Life Points.

Direct Damage spells such as Tremendous Fire, Ookazi, Just Desserts, and Final Flame can be excellent help against all opposing Duelists. One great card combo is Fire Princess and any

Healing Magic—every time you recover Life Points via a Magic Card, Fire Princess deals 500 damage to the opposing Duelist.

## Standard Duelists

### Bakura Ryuu



Hah! How a minor duelist like you ever found the nerve to challenge me... You do know who you're up against, don't you?

Bakura is a challenging Duelist. Although not quite up to Yugi's level, Bakura is still tough, holding a good combination of Magic Cards and Fiend and Pyro Monsters. One of Bakura's notable non-Tribute Monsters is Wall of Illusion, which has good DEF (1,850), but also returns your attacking Monster to your hand. His good ATK non-Tribute Monsters include Slate Warrior (ATK 1,900) and La Jinn the Mystical Genie of the Lamp (ATK 1,800). He also has several Summoned Skulls in his Deck, so if you allow his low-level Monsters to survive, he is one Tribute away from playing that strong Monster.

Bakura has cards in common with the other Duelists, including such Magic Cards as Raigeki, Mirror Force, and Dark Hole. He uses them to destroy your Monsters en masse, often depriving you of your best Monsters and leaving you vulnerable to a large, quick attack.



## Cards To Watch For

### Gravekeeper's Servant



[Basic/Continuous]

Each time your opponent attacks with a monster, the opponent must send 1 card from the top of his/her Deck to the Graveyard.

Gravekeeper's Servant

### Slate Warrior



[Fiend/Effect]

FLIP: Increase the ATK/DEF of this card by 500 points. Any monster that destroys this card must decrease its ATK and DEF by 500 points.

ATK 1900 DEF 400

Slate Warrior

### Destiny Board



[Draw/Continuous]

At the end of each of your opponent's turns, play 1 "Spirit Message" card from your hand or your Deck (then reshuffle your Deck). If "Spirit Message" cards "I", "N", "A", and "L" are all on

Destiny Board

Bakura also has more subtle but still deadly Magic Cards. One is Gravekeeper's Servant, which forces you to discard a card every time you attack. This wreaks havoc with Decks built around a few specific cards.

Bakura is good at getting the right card for the right situation. He can use his several Graceful Charity cards to draw more cards in a turn, and he can use his multiple Magician of Faith cards to return Magic Cards from his Graveyard to his hand. That means he can reuse those pesky Monster Removal Cards, like Raigeki, several times!

His most cunning ploy, however, is his use of Destiny Board. Destiny Board is like the Exodia series, but in this case, you must play Destiny Board on the Field and then play the four Spirit Message Cards on the Field as well. When all five cards are played, Bakura wins. Harpie's Feather Duster, Mystical Space Typhoon, or similar Magic Cards negate this strategy.

## Sample Cards: Bakura Ryou

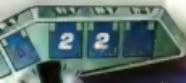
Card	Type	ATK	DEF	Level
Armed Zombie	Zombie	1,500	0	3
Axe of Despair	Magic/Equip	—	—	—
Baron of the Fiend Sword	Fiend	1,550	800	4
Black Pendant	Magic/Equip	—	—	—
Dark Assailant	Zombie	1,200	1,200	4
Dark Hole	Magic	—	—	—
Darkfire Soldier #2	Pyro	1,700	1,150	4
Destiny Board	Trap/Continuous	—	—	—
Dragon Zombie	Zombie	1,600	0	3
Fairy of the Fountain	Aqua	1,600	1,100	4
Fiend Reflection #1	Winged Beast	1,300	1,400	4
2 Graceful Charity	Magic	—	—	—
Grand Tiki Elder	Fiend	1,500	800	4
Gravekeeper's Secret	Magic/Continuous	—	—	—
2 La Jinn the Mystical Genie	Fiend	1,800	1,000	4
of the Lamp	—	—	—	—
2 Magician of Faith	Spells/caster/Effect	300	400	1
Mirror Force	Trap	—	—	—
Mystical Space Typhoon	Magic/Quick	—	—	—
Ogre of the Black Shadow	Beast-Warrior	1,200	1,400	4
Raigeki	Magic	—	—	—
Sengenjin	Beast-Warrior	2,750	2,500	8
Slate Warrior	Fiend/Effect	1,900	400	4
Spikebot	Machine	1,800	1,700	5
Spirit Message "I"	Magic/Continuous	—	—	—
Spirit Message "N"	Magic/Continuous	—	—	—
Spirit Message "A"	Magic/Continuous	—	—	—
Spirit Message "L"	Magic/Continuous	—	—	—
2 Summoned Skull	Fiend	2,500	1,200	6
2 The Bistro Butcher	Fiend/Effect	1,800	1,000	4
The Snake Hair	Zombie	1,500	1,200	4
2 Wall of Illusion	Fiend/Effect	1,000	1,850	4

## Espa Roba



I see... So you have one of those in your deck... Well, if that's the case, victory is mine!!!

Espa has a hodgepodge of Monsters ranging from Insects to Warriors to Fiends to Dragons. Most of his other Monsters are average in strength, although he does have some good defenders, such as Aqua Madoor (DEF 2,000) and Giant Soldier of Stone (DEF 2,000). His most powerful non-Tribute Monsters are Vorse Raider and La Jinn the Genie of the Mystical Lamp.



## Cards to Watch For

## Tri-Horned Dragon



(Dragon)  
An unworthy dragon with three sharp horns sprouting from its head.

Tri-Horned Dragon

## Shadow of Eyes



(Trap)  
When your opponent Sets a Monster Card in Face-down Defense Position, change it to Face-up Attack Position. If the Monster Card has a Flip Effect, it is not activated.

Shadow of Eyes

## Light of Intervention



(Trap/Continuous)  
Monster Cards cannot be played Face-down. Monsters Set in Defense Position are Played Face-up on the Field and are considered summoned.

Light of Intervention

Espa also has two Effects Monsters—Sangan and Witch of the Black Forest—that can peek at Monster Cards from Deck to hand.

Espa has a few Magic and Trap Cards that can quickly bring your strong Monsters down to size. He has Raigeiki and Dark Hole to kill your creatures outright, Change of Heart to turn one of your Monsters against you, and Monster Reborn to play one of your dead Monsters or one of his.

Watch out for Shadow of Eyes and Light of Intervention. Shadow of Eyes is a Trap Card that prevents you from Setting Monsters. When you Set a Monster while Shadow of Eyes is hiding on his Field, your Monster comes into play face-up in the Attack Position. This could come back to bite you if the Monster you were trying to Set is a Flip Monster.

Light of Intervention, meanwhile, forces all Monsters to be played face-up, thus negating any Flip Effects a Monster might have. Trap Prevention Cards such as Jinzo and Royal Decree work well here.

## Sample Cards: Espa Roba

Card	Type	ATK	DEF	Level
Ansatsu	Warrior	1,700	1,200	5
Aqua Madoor	Spellicaster	1,200	2,000	4
Armaill	Warrior	700	1,300	3
Big Eye	Fiend/Effect	1,200	1,000	4
Celtic Guardian	Warrior	1,400	1,200	4
Change of Heart	Magic	—	—	—
Dark Bat	Winged Beast	1,000	1,000	3
Dark Chimera	Fiend	1,610	1,460	5
Dark Hole	Magic	—	—	—
Dark King of the Abyss	Fiend	1,200	800	3
Dark Shade	Fiend	1,000	10,000	3
Dokuroyalba	Fiend	1,000	400	3
Dryad	Spellicaster	1,200	1,400	4
Earthbound Spirit	Fiend	500	2,000	4
Fiend's Hand	Zombie	600	600	2
Fire Reaper	Zombie	700	500	2
Gaia The Fierce Knight	Warrior	2,300	2,100	7
Ganigumo	Insect	600	800	2
Garnecia Elefantis	Beast-Warrior	2,400	2,000	7
Giant Soldier of Stone	Rock	1,300	2,000	3
High Tide Gyojin	Aqua	1,650	13,00	4
Invader from Another Dimension	Insect	950	1,400	4
Jinzo	Machine/Effect	2,400	1,500	6
Kattapiller	Insect	250	300	1
Kagemusha of the Blue Flame	Warrior	800	400	2
Kujikocy	Warrior	1,500	1,200	4
La jinn the Mystical Genie	Fiend	1,800	1,000	4
of the Lamp	—	—	—	—
3 Light of Intervention	Trap/Continuous	—	—	—
Monster Reborn	Magic	—	—	—
Raigeiki	Magic	—	—	—
Rude Kaiser	Beast-Warrior	1,800	1,600	5
Sangan	Fiend/Effect	1,000	600	3
Seiryu	Dragon	2,500	2,300	7
2 Shadow of Eyes	Trap	—	—	—
Sleeping Lion	Beast	700	1,700	4
Slot Machine	Machine	2,000	2,300	7
Swords of Revealing Light	Magic	—	—	—
Synchar	Beast	800	900	3
The Shadow Who	Fiend	800	700	3
Controls the Dark	—	—	—	—
Tri-Horned Dragon	Dragon	2,850	2,350	8
Vorse Raider	Beast-Warrior	1,900	1,200	4
Winged Egg of New Life	Fairy	1,400	1,700	5
Wings of Wicked Flame	Pyro	700	600	2
Witch of the Black Forest	Spellicaster/Effect	1,100	1,200	4
Wood Clown	Warrior	800	1,200	3
Wretched Ghost of the Attic	Fiend	550	400	2

## Ishizu Ishtar



around Duelist, with no weakness and good strengths.

Her low-level Monsters include high DEF ones such as Banisher of the Light (DEF 2,000), and high ATK ones such as Hysteria Fairy and Dunames Dark Witch (ATK 1,800 each). Many of her Monsters also have excellent effects. Banisher of the Light sends any destroyed card out of the game rather than to the Graveyard, meaning it cannot be recalled with Monster Reborn or Magician of Faith.

Meanwhile, Marie the Fallen One and Hysteria Fairy both can restore Ishizu's Life Points, making her tough to defeat. As Ishtar uses lots of Light-attribute cards, she has two Luminous Sparks, which boost the strength of Light Monsters. Before facing her, stock your Deck with Light Monsters as well, or use a Magic Destruction Card to rid her of her Field Magic.



## Cards to Watch For

### Cosmo Queen



[Spellcaster]  
Queen of the galaxies and mistress of the stars.

*Cosmo Queen*

### Shadow of Eyes



[Trap]  
When your opponent Sets a Monster Card in Face-down Defense Position, change it to face-up Attack Position. If the Monster Card has a Flip Effect, it is not activated.

*Shadow of Eyes*

### Banisher of the Light



[Fairy/Effect]  
As long as this card remains face-up on the field, any card sent to the graveyard is removed from play.

*Banisher of the Light*

Ishtar also has some very strong Monsters. Cosmo Queen is second only to Blue-Eyes White Dragon in terms of power for Normal Monsters, with an ATK of 2,900. She also has the Fusion Monster St. Joan, with an ATK of 2,800, and Wingweaver, a Level 7 Monster with 2,750 ATK.

Among her Magic and Trap Cards, she has Dark Hole, Raigeki, and Swords of Revealing Light. Magic Jammer is ideal to counter them. Ishtar also has the ability to negate your Flip Effects Monsters with two Trap Cards: Shadow of Eyes and Light of Intervention. Both force Set Monsters to be summoned face-up, and Shadow of Eyes forces them into Attack Position. This effectively eliminates their Flip Effects and places your weak Monsters in the vulnerable Attack Position.

Have a Trap Destruction Card on hand such as De-Spell or Mystical Space Typhoon to destroy those Traps. A Jinzo or Royal Decree, both of which prevent Trap from triggering at all, also serve your needs.

## Sample Cards: Ishizu Ishtar

Card	Type	ATK	DEF	Level
Ancient Elf	Spellcaster	1,450	1,200	4
2 Banisher of Light	Fairy/Effect	100	2,000	3
Ceasefire	Trap	—	—	—
Cosmo Queen	Spellcaster	2,900	2,450	8
Crow Goblin	Winged Beast	1,850	1,600	5
Dark Hole	Magic	—	—	—
3 Dunes Dark Witch	Fairy	1,800	1,050	4
Fairy's Gift	Spellcaster	1,400	1,000	4
2 Hysteria Fairy	Fairy/Effect	1,800	500	4
Light of Intervention	Trap/Continuous	—	—	—
2 Luminous Spark	Magic/Field	—	—	—
2 Magician of Faith	Spellcaster/Effect	300	200	1
Marie the Fallen One	Fiend/Effect	1,700	1,200	5
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Mystical Elf	Spellcaster	800	2,000	4
Polymerization	Magic	—	—	—
Raigeiki	Magic	—	—	—
Shadow of Eyes	Trap	—	—	—
2 Shining Fairy	Fairy/Effect	1,400	800	4
Spirit of the Harp	Fairy	800	2,000	4
St. Joan	Fairy/Fusion	2,800	2,000	8
2 Soul of Purity and Light	Fairy/Effect	2,000	1,800	6
Swords of Revealing Light	Magic	—	—	—
Tenderness	Fairy	700	1,400	3
2 The Forgiving Maiden	Fairy/Effect	850	2,000	4
2 Toon Alligator	Reptile	800	1,600	4
Torrential Tribute	Trap	—	—	—
Vorse Raider	Beast-Warrior	1,900	1,200	4
Wingweaver	Fairy	2,750	2,400	8

## Joey Wheeler



because Joey has many non-Tribute Monsters with high ATK for their level. In many ways, this can be worse than high-level Monsters, because it prevents your Monsters from surviving long enough to offer as Tribute for your higher-level ones.

Joey's non-Tribute Monsters include Axe Raider (1,700 ATK), Gearfied the Iron Knight (1,800 ATK), Zombyra the Dark (2,100 ATK), and Goblin Attack Force (2,300 ATK). These are extremely powerful for their level, and the last two are strong enough to

joey is a formidable adversary. He doesn't seem to have as many strong high-level Monsters as Yugi or Seto, but his Deck is packed with many good cards that could give you trouble. That's

punch through Giant Soldier of Stone and Mystical Elf, the strongest Level 4 defenders.

If Joey draws any of these Monsters early and plays them right away, the game could be over quickly. And if you survive these Level 4 Monsters, Joey has three Summoned Skulls waiting in the wings.

## Cards to Watch For

## Goblin Attack Force



When this card attacks, it is changed to Defense Position at the end of the Battle Phase. This position cannot be changed during your next turn.

## Goblin Attack Force

## B. Skull Dragon



Summoned Skull + Red-Eyes B. Dragon

## B. Skull Dragon

## Time Wizard



Spellcaster/Effect  
Toss a coin and call Heads or tails. If you call it right, your opponent's monsters on the Field are destroyed. If you call it wrong, your own monsters on the field are destroyed and you

## Time Wizard

To prevent you from mounting a counterattack, Joey also has Dark Hole, Raigeiki, and Mirror Force—Magic/Trap Cards that can destroy your Monsters on the Field. One Effects Monsters with similar results is his Time Wizard, which also can destroy your Monsters. Destroy this Monster as soon as you see it.

## NOTE

*Joey does have B. Skull Dragon, a 3,200 ATK Monster, but it's hard for him to play it because it's a Fusion. A Magic jammer could prevent the Polymerization, but it's rare for Joey to play this card.*

The key to beating Joey is having Monster Removal Cards to get rid of his early Monsters, and making sure your own Monsters survive to make way for your Level 5 and higher Monsters. If you can get a Monster with ATK 2,600 or higher (either through Equip Cards, Monsters, or more), you should be safe. Have non-Tribute Monsters of your own that can survive his early Monsters or have cards that remove them before they can do damage.

#### Sample Cards: Joey Wheeler

Card	Type	ATK	DEF	Level
3 Alligator's Sword	Beast	1,500	1,200	4
Alligator's Sword Dragon	Dragon/Fusion/Effect	1,700	1,500	5
3 Axe Raider	Warrior	1,700	1,150	4
Baby Dragon	Dragon	1,200	700	3
Change of Heart	Magic	—	—	—
Corroding Shark	Zombie	1,100	700	3
Crawling Dragon #2	Dinosaur	1,600	1,200	4
Dark Hole	Magic	—	—	—
Dryad	Spells/caster	1,200	1,400	4
Fusion Sage	Magic	—	—	—
3 Gearfried the Iron Knight	Warrior/Effect	1,800	1,600	4
3 Goblin Attack Force	Warrior/Effect	2,300	0	4
2 Graceful Charity	Magic	—	—	—
Hourglass of Life	Fairy	700	600	2
Jinzo	Machine/Effect	2,400	1,500	6
Kamakiriman	Insect	1,150	1,400	4
Mad Sword Beast	Dinosaur/Effect	1,400	1,200	4
2 Magic-Arm Shield	Trap	—	—	—
Master & Expert	Beast	1,200	1,000	4
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Panther Warrior	Beast-Warrior/Effect	2,000	1,600	4
Polymerization	Magic	—	—	—
Raigeiki	Magic	—	—	—
Red-Eyes B. Dragon	Dragon	2,400	2,000	7
Solitude	Beast-Warrior	1,050	1,000	3
3 Summoned Skull	Fiend	2,500	1,200	6
Swords of Revealing Light	Magic	—	—	—
Time Wizard	Spells/caster/Effect	500	400	2
Wildee	Beast	1,000	1,200	4
3 Zombrya the Dark	Warrior/Effect	2,100	500	4

#### Kaiba Seto



Kaiba Seto is perhaps the strongest of all the normal Duelists. He can constantly churn out high ATK non-Tribute Monsters, among them Vorse Raider (ATK 1,900),

Goblin Attack Force (ATK 2,100), and Gemini Elf (ATK 1,900). He hammers you from the beginning with these Monsters.

But fans of the show know what's coming next. Once he gets two Monsters down, he summons a Blue-Eyes White Dragon, the strongest Normal Summon in the game. If you let that happen and you have no Monster Removal Cards, the game is over.

Even if Seto doesn't play his Blue-Eyes, he has other potent cards. His best Level 5 Monster is Cyber-Tech Alligator, a 2,500 ATK Monster that requires only one Tribute, tying it with Summoned Skull for the most powerful Level 5-6 Monster in the game.

In addition to this overwhelming force of Monsters, Seto has highly useful Magic and Trap Cards. He has a Magic Cylinder, which redirects one of your Monster's attacks back at your Life Points, as well as Torrential Tribute and Raigeiki.

#### Cards to Watch For

##### Blue-Eyes White Dragon

**(Dragon)**  
This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and lived to tell the tale.

##### Blue-Eyes Ultimate Dragon

**(Dragon/Fusion)**  
Blue-Eyes White Dragon + Blue-Eyes White Dragon + Blue-Eyes White Dragon

##### Magic Cylinder

**(Trap)**  
Blocks the attack of 1 of the opponent's monsters and decrease your opponent's Life Points by an amount equal to the attacking monster's ATK.

Blue-Eyes White Dragon

Blue-Eyes Ultimate Dragon

Magic Cylinder

Seto's ultimate card is Blue-Eyes Ultimate Dragon. If you see him play a Polymerization, use a Magic Jammer and prevent it. Even if he doesn't have Polymerization out, you aren't safe. Seto has a Cyber-Stein Effects Monster. If he plays this incredible non-Tribute Monster, he can pay 5,000 Life Points to Special Summon any Monster from his Fusion Deck onto the Field.

That means he can have a Blue-Eyes Ultimate Dragon without sacrificing any of his Blue-Eyes White Dragons, and without Polymerization. Although the 5,000 LP cost is steep, you really have nothing that can defend against the Ultimate Dragon.

When playing Seto, Monster Removal Cards are key. Cards such as Dark Hole, Raigeki, Torrential Tribute, Fissure, and Tribute to The Doomed are lifesavers here, as are Effects Monsters such as Hane-Hane, Penguin Soldier, and Dimensional Warrior.

#### Sample Cards: Kaiba Seto

Card	Type	ATK	DEF	Level
Armaill	Warrior	700	1,300	3
Axe Raider	Warrior	1,700	1,150	4
Blue-Eyes White Dragon	Dragon	3,000	2,500	8
Blue-Eyes Ultimate Dragon	Dragon/Fusion	4,500	3,800	12
Call Of The Haunted	Magic/Continuous	—	—	—
Cyber-Stein	Machine/Effect	700	500	2
Cyber-Tech Alligator	Machine	2,500	1,600	5
Darkfire Soldier #2	Pyro	1,700	1,100	4
2 Gadget Soldier	Machine	1,800	2,000	6
2 Gemini Elf	Spellcaster	1,900	900	4
2 Goblin Attack Force	Warrior	2,300	0	4
Harpie's Feather Duster	Magic	—	—	—
High Tide Gyojin	Aqua	1,650	1,300	4
Magician of Faith	Spellcaster/Effect	300	400	1
Magic Cylinder	Trap	—	—	—
Magic Jammer	Trap	—	—	—
Mirror Force	Trap	—	—	—
Negate Attack	Trap	—	—	—
Raigeki	Magic	—	—	—
Sengenjin	Beast-Warrior	2,750	2,500	8
Sleeping Lion	Beast	700	1,700	4
Spherous Lady	Rock	400	1,400	3
Tenderness	Fairy	700	1,400	3
Three-Headed Geedo	Fiend	1,200	1,400	4
Torrential Tribute	Trap	—	—	—
2 Vorse Raider	Beast-Warrior	1,900	1,200	4
Yabu Robo	Machine	1,000	1,300	4

#### Mai Valentine



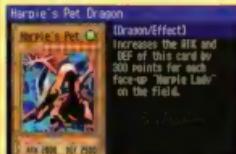
Mai uses predominantly Winged Beasts. All the Harpie cards figure prominently in her Deck, such as Harpie Lady Sisters, Cyber Harpie, Harpie Lady, Harpie's Brother, and Harpie's Pet.

Dragon. Watch out for the last one, a particularly strong Monster. She also has the Field Magic Card Rising Air Current, which boosts the ATK of all her Wind Monsters by 500 points.

Mai's Monsters can really be pumped up if she gets a good draw. She has three each of Blue-Winged Crown, Cyber Harpie, Harpie Lady Sisters, and multiple Harpie's Pet Dragons, Faith Bird, Red Skull Bird, and Harpie's Brother. Not only do they all benefit from Rising Air Current, but Mai also has two Aqua Chorus Cards, which boost by 500 the ATK and DEF of any Monsters that exist in multiple on the Field.

If Mai has more than one copy of Cyber Harpie on the Field, they each gain 500 points. If she only has one, it doesn't work. But because she has multiple copies of many of her cards, it is likely she'll be able to use Aqua Chorus to your detriment.

#### Cards To Watch For



Harpie's Pet Dragon



Rising Air Current



Harpie's Feather Duster



Use anti-Magic cards such Harpie's Feather Duster and Mystical Space Typhoon to destroy her Field and power-up cards. Beware: She has a Harpie's Feather Duster of her own.

Mai has several powerful Magic and Trap Cards that can demolish your Monsters. She uses Raigeiki, which wipes the Field of all your Monsters, and the Trap Mirror Force, which destroys all your Monsters in Attack Position. Mai can also use Dark Hole, which wipes out both your Monsters. Her less lethal method of blocking your attacks is through the Negate Attack Trap Card and Swords of Revealing Light.

#### Sample Cards: Mai Valentine

Card	Type	ATK	DEF	Level
2 Aqua Chorus	Trap/Continuous	—	—	—
Baby Dragon	Dragon	1,200	700	3
3 Blue-Winged Crown	Winged Beast	1,600	1,200	4
1 Cyber Harpie	Winged Beast/Eff	1,800	1,300	4
Cyber Shield	Magic/Equip	—	—	—
Dark Hole	Magic	—	—	—
Dark Rabbit	Beast	1,100	1,500	4
Dice Armadillo	Beast Machine	1,650	1,800	5
Drooling Lizard	Reptile	900	800	3
Elegant Egotist	Magic	—	—	—
2 Faith Bird	Winged Beast	1,500	1,100	4
2 Harpie's Brother	Winged Beast	1,800	600	4
Harpie's Feather Duster	Magic	—	—	—
3 Harpie Lady Sisters	Winged Beast/Eff	1,950	2,100	6
2 Harpie's Pet Dragon	Dragon	2,000	2,500	7
Larvas	Beast	800	1,000	3
Lesser Dragon	Dragon	1,200	1,000	3
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Negate Attack	Trap	—	—	—
One-Eyed Shield Dragon	Dragon	700	1,300	3
Raigeiki	Magic	—	—	—
Rhaimundos of the Red Sword	Warrior	1,200	1,300	4
2 Rising Air Current	Magic/Field	—	—	—
2 Skull Red Bird	Winged Beast	1,550	1,200	4
Swords of Revealing Light	Magic	—	—	—
The Snake Hair	Zombies	1,500	1,200	4
Yamatano Dragon Scroll	Dragon	900	300	2

#### Mako Tsunami



A true man of the sea takes every challenge seriously! So you'd better give me 1000 or you'll regret that you chose to face me!

Seasnake (ATK 1,800). He also has Penguin Soldier, a good Effects Monster that can send up to two Monsters back to your hand.

After Mako gets out his low-level Monsters, he summons Amphibian Beast, which has 2,400 ATK and only requires one Tribute. This is Mako's most dangerous Monster, because of its high power and low cost. Whether he is using his low- or high-level Monsters, Mako can beef them up by playing his Field Magic Card, Umi. It makes all Fish, Sea Serpent, Thunder, and Aqua Monsters stronger while weakening all Machine and Pyro Monsters. Before facing Mako, take any such Monsters out of your Deck.

#### Cards to Watch For

##### Torrential Tribute



Torrential Tribute

##### Amphibian Beast



Amphibian Beast

##### Tornado Wall



Tornado Wall

Once Mako gets Umi onto the Field, he becomes much harder to defeat. His Monsters get a power boost, and he can play Tornado Wall. As long as Umi is face-up on the Field, all damage done to Mako's Life Points is reduced to 0. Unless you destroy Umi, you cannot hurt Mako with Monsters. He also can play The Legendary Fisherman, which is immune to Magic Cards and cannot be attacked by your Monsters as long as Umi is face-up on the Field.

Mako has three Torrential Tributes and Raigeiki, so he can wipe away four waves of your Monsters! More than in any other Duel, you must have Magic Jammer, De-Spell, and Mystical Space Typhoon to win here.

To defeat Mako's Monsters, bring along an Eternal Draught Card, which destroys all Fish Monsters on the Field. Have Magic Removal Cards as well, and high DEF or high ATK non-Tribute Monsters, to ensure victory against Mako.

#### Sample Cards: Mako Tsunami

Card	Type	ATK	DEF	Level
3 Colored Fish	Fish	1,800	800	4
Alligator's Sword	Beast	1,500	1,200	4
Amphibian Beast	Fish	2,400	2,000	6
Barrel Rock	Rock	1,000	1,300	4
Bolt Penguin	Thunder	1,100	800	3
Change Slime	Aqua	400	300	1
Dark Magician	Spellcaster	2,500	2,100	7
Dorover	Aqua	900	800	3
2 Flying Fish	Fish	800	500	4
2 Giant Red Seasnake	Aqua	1,800	800	4
jellyfish	Aqua	1,200	1,500	4
Hard Armor	Warrior	300	1,200	3
Hitotsu-Me Giant	Beast-Warrior	1,200	1,000	4
Labyrinth Wall	Rock	0	3,000	5
Liquid Beast	Aqua	950	800	3
Magic Jammer	Trap	—	—	—
Meteor Dragon	Dragon	1,800	2,000	6
Morphing Jar #2	Rock/Effect	800	700	3
2 Penguin Soldier	Aqua/Effect	750	500	2
Queen of Autumn Leaves	Plant	1,800	1,500	5
Raigeiki	Magic	—	—	—
Rhaimundos of the Red Sword	Warrior	1,200	1,300	4
Root Water	Fish	900	800	3
Spikebot	Machine	1,800	1,700	5
Stuffed Animal	Warrior	1,200	900	3
Takriminos	Sea Serpent	1,500	1,200	4
The Gross Ghost of Flea Dreams	Fiend	1,300	1,800	4
The Legendary Fisherman	Warrior/Effect	1,850	1,600	5
Tornado Wall	Trap	—	—	—
2 Torrential Tribute	Trap	—	—	—
Turtle Raccoon	Aqua	700	900	3
2 Umi	Magic/Field	—	—	—
2 Wood Clown	Warrior	800	1,200	3

#### Rex Raptor

As you'd expect from the confident Rex, he uses a Deck composed mainly of Dinosaur Monsters. His non-Tribute Monsters aren't too powerful, because his stronger cards are Two-Headed King Rex and Crawling Dragon #2 (both ATK 1,600).



His Level 5 and higher Monsters also aren't as fearsome as Seto's Blue-Eyes or Ishtar's Cosmo Queen. But he still has some cards that should give you pause. One strong Level 6 Monster is Twin-Headed Fire Dragon (ATK 2,200). In some cases, Rex also has a Launcher Spider (ATK 2,200/DEF 2,500) or Wingweaver (ATK 2,750). More commonly, his Deck has Megazowier and Sword Arm of Dragon. Both are weak for their level, but still strong enough to give you trouble if you Duel Rex early in the game.

#### Cards to Watch For

##### Twin-Headed Fire Dragon



(Fire) Two dragons fused as one from the effects of the fire base.

ATK 2200 DEF 1700

Twin-Headed Fire Dragon

##### Two-Headed King Rex



(Dinosaur) A powerful monster whose two heads attack at once.

ATK 1600 DEF 1200

Twin-Headed King Rex

##### Change of Heart



(Effect) Select and control 1 opposing monster (regardless of position) on the Field until the end of your turn.

ATK 1000 DEF 1000

Change of Heart

Rex employs some useful spells: Raigeki to destroy your Monsters, and Change of Heart to turn your Monster against you. With these cards, he poses a challenge. But he lacks consistently strong non-Tribute and Tribute Monsters, so he isn't as hard to beat as other Duelists. If you can handle his first wave of Monsters, which average ATK of about 1,600, you should be in good shape. Even then, if you defeat him quickly, you probably can get away without having to face the one or two strong Monsters in his Deck.

#### Sample Cards: Rex Raptor

Card	Type	ATK	DEF	Level
Arma Knight	Aqua	1,000	1,200	4
Beautiful Headhuntrress	Warrior	1,600	800	4
Beta The Magnet Warrior	Rock	1,700	1,600	4
Change of Heart	Magic	—	—	—
2 Crawling Dragon #2	Dinosaur	1,600	1,200	4
Dark Magician	Spellcaster	2,500	2,100	7
Dunames Dark Witch	Fairy	1,800	1,050	4
Dragon Zombie	Zombie	1,600	0	4
Earthbound Spirit	Fiend	500	2,000	4
Fungi of the Mask	Fiend	400	300	1
Grappler	Reptile	1,300	1,200	4
Green Phantom King	Plant	500	1,600	3
Kappa Avenger	Aqua	1,200	900	3
Launcher Spider	Machine	2,200	2,500	7
Mad Sword Beast	Dinosaur/Effect	1,400	1,200	4
Megazowler	Dinosaur	1,800	2,000	6
Meteor Dragon	Dragon	1,800	2,000	6
Morphing Jar #2	Rock/Effect	800	700	3
Mystical Elf	Spellcaster	800	2,000	4
Nekogai #2	Beast-Warrior	1,900	2,000	6
Nemuriko	Spellcaster	800	700	3
Raigeki	Magic	—	—	—
Root Water	Fish	900	800	3
Sword Arm of Dragon	Dinosaur	1,750	2,030	6
2 Two-Headed King Rex	Dinosaur	1,600	1,200	4
Wingweaver	Fairy	2,750	2,400	8
Winged Dragon, Guardian of the Fortress #1	Dragon	1,400	1,200	4
Winged Egg of New Life	Fairy	1,400	1,700	5

#### Tea Gardner

Tea is one of the easier Duelists to face and should be one of the first you play. Like Mai and Ishtar, she uses many female Monsters, especially Fairies, but she doesn't have Mai's overwhelming combos or Ishtar's sheer Magic and Monster power.



Teal What are you doing here!!!

Among her non-Tribute Monsters, she tries to play Giant Soldier of Stone for its high DEF. To get past her, play Level 5 and higher Monsters to punch through her defense. She has more Monsters with good defense, such as Spirit of the Breeze (DEF 1,800) and The Forgiving Maiden (DEF 2,000).

Watch out for St. Joan, a powerful Fusion Monster (ATK 2,800/DEF 2,000). If you see Polymerization played, odds are St. Joan will surface. It is very powerful—probably too strong for anything you have in your beginning Deck—and is among the few cards you need to be wary of when facing Tea.

#### Cards to Watch For

St. Joan



St. Joan

Witch of the Black Forest



Witch of the Black Forest

Fire Princess



Fire Princess

As with other Duelists, Tea has the usual complement of Monster Removal/Neutralization Cards: Dark Hole, Raigeki, Swords of the Revealing Light. She also has good Effects Monsters, such as Marie the Fallen One, for healing herself. And should she ever recover her Life Points, she can use Fire Princess to deal 500 points of damage directly to your Life Points.

Tea has the potential to hurt you badly, but she hasn't nearly as many strong cards as other Duelists and doesn't pose as difficult a challenge. She is a weaker version of Ishtar. If you can overcome her high-DEF Level 4 Monsters and keep some Monster Removal Cards handy just in case, you shouldn't have a problem.

#### Sample Cards: Tea Gardner

Card	Type	ATK	DEF	Level
2 Ancient Elf	Spellcaster	1,450	1,200	4
Beautiful Headhuntrress	Warrior	1,600	800	4
Dancing Fairy	Fairy/Effect	1,700	1,000	4
Dark Hole	Magic	—	—	—
Fire Kraken	Aqua	1,600	1,500	4
2 Fire Princess	Pyro/Effect	1,300	1,500	4
Frog the Jam	Aqua	700	500	2
Fusion Sage	Magic	—	—	—
Giant Soldier of Stone	Rock	1,300	2,000	3
Lady Assailant of Flames	Pyro/Effect	1,500	1,000	4
Lunar Queen Elzalm	Fairy	750	1,100	3
Maiden of the Moonlight	Spellcaster	1,500	1,300	4
Marie the Fallen One	Fiend/Effect	1,700	1,200	5
Morphing Jar #2	Rock/Effect	800	700	3
Mystical Sand	Rock/Fusion	2,100	1,700	6
Polymerization	Magic	—	—	—
Raigeki	Magic	—	—	—
Saggi the Dark Clown	Spellcaster	600	1,500	3
Shovel Crusher	Machine	900	1,200	3
Sonic Mald	Warrior	1,200	900	3
Spirit of the Breeze	Fairy/Effect	0	1,800	3
St. Joan	Fairy/Fusion	2,800	2,000	8
Swords of Revealing Light	Magic	—	—	—
The Forgiving Maiden	Fairy/Effect	850	2,000	4
Trial of Nightmare	Fiend	1,300	900	4
Wilmee	Beast	1,000	1,200	4
Witch of the Black Forest	Spellcaster/Effect	1,100	1,200	4

#### Trusdale

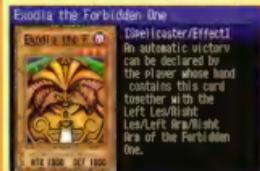


Trusdale—Grandpa Yugi—is a formidable opponent. He doesn't have as many strong Monsters as Yugi, but he has many tricks up his sleeve. His Monsters won't bowl you over, but his Deck includes a

Summoned Skull and Blue-Eyes White Dragon. Otherwise, the majority of his Monsters are weaker Fiend types.

Like other Duelists, he has several good Magic and Trap Cards, including Change of Heart, Dark Hole, Raigeki, and Swords of Revealing Light. Cards that let you see his face-down Magic Cards, such as The Stern Mystic or Dark-Piercing Light, and cards that disrupt Magic, such as Magic Jammer, are key to preventing Trusdale from playing these game-breaking cards.

#### Cards to Watch For



Exodia the  
Forbidden One



Trap Hole



Summoned Skull





Trusdale is good at getting rid of your Monsters, not only with his Magic Cards, but also with Trap Hole. He has several of these cards, which destroy any Monster with more than 1,000 ATK that is summoned face-up. Jinzo and Royal Decree negate these cards. Or you can just stock your Deck with enough Monsters that losing two or three won't hurt you.

Watch out for the Exodia strategy. Like Rare Hunter, Trusdale can win the game with the Exodia series. Don't be passive when fighting him, or you could find the game over when he pulls all five Exodia Cards into his hand.

#### Sample Cards: Trusdale

Card	Type	ATK	DEF	Level
Blue-Eyes White Dragon	Dragon	3,000	2,500	8
Boo Koo	Spellcaster	650	500	2
Change of Heart	Magic	—	—	—
Dark Assailant	Zombie	1,200	1,200	4
Dark Hole	Magic	—	—	—
Dark Prisoner	Fiend	600	1,000	3
Destroyer Golem	Rock	1,500	1,000	4
Embryonic Beast	Fiend	500	750	2
Feral Imp	Fiend	1,300	1,400	4
Fiend Sword	Warrior	1,400	800	4
Ghoul with an Appetite	Zombie	1,600	1,200	4
Grand Tiki Elder	Fiend	1,500	800	4
Griffore	Beast	1,200	1,500	4
Humanoid Slime	Aqua	800	2,000	4
King Fog	Fiend	1,000	900	3
Lady of Faith	Spellcaster	1,100	800	3
Left Leg of the	Spellcaster	200	300	1
Forbidden One				
Lord of Zemla	Fiend	1,300	1,000	4
Man-Eating Treasure Chest	Fiend	1,600	1,000	4
Mech Mole Zombie	Machine	500	400	2
Mechanicalchaser	Machine	1,850	800	4
Millennium Golem	Rock	2,000	2,200	6
Morphing Jar #2	Rock	800	700	3
Mystery Hand	Fiend	500	500	2
Necrolancer the Timelord	Spellcaster	800	900	3
Nemuriko	Spellcaster	800	700	3
Peacock	Winged Beast	1,700	1,500	5
Raigeki	Magic	—	—	—
Ryu-Kishin Powered	Fiend	1,600	1,200	4
Selyaryu	Dragon	2,500	2,300	7
Sinister Serpent	Reptile/Effect	300	250	1

Card	Type	ATK	DEF	Level
Skull Stalker	Fiend	1,600	1,200	4
Slot Machine	Machine	2,000	2,300	7
Summoned Skull	Fiend	2,500	1,200	6
Swords of Revealing Light	Magic	—	—	—
Thousand-Eyes Idol	Spellcaster	0	0	1
Trap Hole	Trap	—	—	—
Wicked Mirror	Fiend	700	600	2

#### Yugi Moto



Hey partner... How about taking over for awhile? You won't have such trouble handling this one, C'mon... let me take a break for

All those who watch the cartoon know that Yugi is a very strong Duelist, with a Deck consisting of powerful Spellcasters, including Dark Magician and Dark Magician Girl. Yugi also has good non-Tribute Monsters, such as Gemini Elf and Beta The Magnet Warrior. What's more, he has three of each, meaning he has a high chance of being able to play a low-level Monster with high ATK anytime in the game.

The two most powerful cards in his Deck are Magician of Black Chaos (ATK 2,800/DEF 2,500) and Valkyriion the Magna Warrior (ATK 3,500/DEF 3,850). The first is a Ritual Monster, and the second is a Special Summon if he can Tribute Alpha The Magnet Warrior, Beta The Magnet Warrior, and Gamma The Magnet Warrior. If he can get either Monster out, you're in bad shape. Worse yet, he has several of each.



## Cards to Watch For

## Magician of Black Chaos



[Spellcaster/Ritual]  
This monster is banished with the Ritual Magic Card "Dark Magic Ritual". You must also offer monsters whose total Level stars equal 8 or more from the Field or your hand as a Tribute.

## Gemini Elf



[Spellcaster]  
Elf twin that alternate their attacks.

## Magic Cylinder



[Trap]  
Neaten the attack of 1 of your opponent's monsters and decrease your opponent's Life Points by an amount equal to the attacking monster's ATK.

## Magician of Black Chaos

## Gemini Elf

## Magic Cylinder

Yugi also has good Magic Cards that can wipe out your own Monsters and Magic. You want Magic Jammers in your hand when you Duel him, or his Dark Hole and Raigeki destroy your Monsters and his Harpie's Feather Duster sweeps away your Magic and Trap Cards. Magic Jammer also is handy if Yugi decides to discard his Valkyron or Magician of Black Chaos and then Special Summon it with his Monster Revival Cards, Call Of The Haunted, and Monster Reborn.

Other Magic and Trap Cards at Yugi's disposal are Magical Cylinder and Swords of Revealing Light. Because he has several Magicians of Faith in his Deck, he can use all his Magic and Trap Cards more than once.

Avoid Yugi in the beginning of the game. Don't Duel him until you beef up your Deck.

When you are ready to tackle him, have good Effects and Trap Cards to destroy his powerful Monsters. Because Yugi uses many Spellcasters, Last Day of Witch is useful against him. You also need Level 4 Monsters with high DEF, such as Mystical Elf and Giant Soldier of Stone, to withstand his Gemini Elf and Beta. If you can hold them off, then you can deny Yugi the chance to summon his Dark Magicians and Dark Magician Girls.

## Sample Cards: Yugi Moto

Card	Type	ATK	DEF	Level
3 Alpha The Magnet Warrior	Rock	1,400	1,700	4
3 Beta The Magnet Warrior	Rock	1,700	1,600	4
2 Black Magic Ritual	Magic	—	—	—
Call Of The Haunted	Trap	—	—	—
Change of Heart	Magic	—	—	—
Cyber Jar	Rock/Effect	900	900	3
Dark Hole	Magic	—	—	—
Dark Magician	Spellcaster	2,500	2,100	7
3 Dark Magician Girl	Spellcaster/Effect	2,000	1,700	6
3 Gamma The Magnet Warrior	Rock	1,500	1,800	4
3 Gemini Elf	Spellcaster	1,900	900	4
Great White	Fish	1,600	800	4
Harpie's Feather Duster	Magic	—	—	—
2 Magician of Black Chaos	Spellcaster/Ritual	2,800	2,600	8
Magic Cylinder	Trap	—	—	—
2 Magician of Faith	Spellcaster/Effects	300	200	1
Mirror Force	Trap	—	—	—
Prevent Rpt	Beast	500	2,000	4
Snatch Steal	Magic/Equip	—	—	—
Spherical Lady	Rock	400	1,400	3
Summoned Skull	Fiend	2,500	1,200	6
Swords of Revealing Light	Magic	—	—	—
Turtle Tiger	Aqua	1,000	1,500	4
2 Valkyron the Magna Warrior	Rock/Effect	3,500	3,850	8

## Weevil Underwood



If you think I'm the same guy you faced before, you'll be sorry! My Insect deck has been reinforced beyond your wildest imagination!!!

can kill even the largest creatures with their Flip Effect.

He also has three Steel Scorpions, which are like delayed-effect Man-Eater Bugs, because they kill the Monster that killed them after three turns. His three Needle Worms are potentially deadly; they move a total of 15 cards from your Deck into the Graveyard. That could throw out of whack Decks that rely on a few specific cards and can put you dangerously close to being reduced to 0 cards in your Deck—which would lose the game for you.

## Cards to Watch For

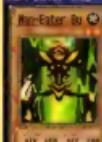
## Insect Queen



**Insect Queen**  
 [Insect/Effect] This card cannot attack unless you offer 1 of your monsters on the Field as a Tribute. The ATK of this card increases by 200 points for each Insect-type monster on the Field. When

## Insect Queen

## Man-Eater Bug



**Man-Eater Bug**  
 [Insect/Effect] FLIP: Destroys 1 monster on the field regardless of position.

## Man-Eater Bug

## Parasite Paracide



**Parasite Paracide**  
 [Insect/Effect] FLIP: Put this card Face-up in your opponent's Deck and shuffle it. When your opponent draws this card, it is immediately Special Summoned on your opponent's side of the Field face-up to

## Parasite Paracide

Weevil hasn't many strong Monsters; his best card is Insect Queen. Her Effect is that she gets +200 ATK for every Insect-Type Monster on the Field (counting herself). It isn't uncommon for her to have an ATK of 3,200! The drawback is that the card must Tribute a Monster to attack. At that point, she creates a 100 ATK/100 DEF Insect token on the Field, placed in Attack Position.

That's the key to your victory. If you can absorb the damage from Insect Queen or prevent it, you can follow up with your own attack on the Attack Position token, doing nearly full damage to Weevil's Life Points.

Another card to watch out for is Parasite Paracide. Weevil can send it to occupy your Deck. If you draw it, it is automatically summoned face-up in Defense Position. It then deals 1,000 in damage to your Life Points. What's more, as long as it is face-up on your side, it turns all your Monsters into Insect-Type Monsters, which in turn strengthens Weevil's Insect Queen if it is in play.

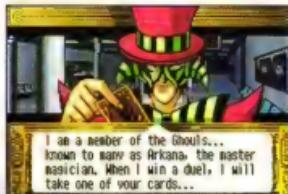
## Sample Cards: Weevil Underwood

Card	Type	ATK	DEF	Level
Basic Insect	Insect	500	700	2
<b>Big Insect</b>	Insect	1,200	1,500	4
Change of Heart	Magic	—	—	—
<b>Crow Goblin</b>	Winged Beast	1,850	1,600	5
Dark Hole	Magic	—	—	—
Fiend's Hand	Fiend	600	600	2
3 Flying Kamakiri #2	Insect	1,500	800	4
Ganigumo	Insect	600	800	2
Giant Flea	Insect	1,500	1,200	4
Girochin Kuwagata	Insect	1,700	1,000	4
Gokibore	Insect	1,200	1,400	4
<b>2 Insect Queen</b>	Insect/Effect	2,200	2,400	7
Kattapiller	Insect	250	300	1
<b>Killer Needle</b>	Insect	1,200	1,000	4
Kumootoko	Insect	700	1,400	3
Kuwagata A	Insect	1,250	1,000	4
Labyrinth Wall	Rock	0	3,000	5
Laughing Flower	Plant	500	500	2
3 Man-Eater Bug	Insect/Effect	450	600	2
Mechanical Spider	Machine/Effect	400	500	2
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Mystical Capture Chain	Fairy	700	700	2
<b>3 Needle Worm</b>	Insect/Effect	750	600	2
2 Parasite Paracide	Insect/Effect	500	300	2
Pendulum Machine	Machine	1,750	2,000	6
Pot of Greed	Magic	—	—	—
Premature Burial	Trap	—	—	—
Raigeki	Magic	—	—	—
Rock Ogre Grotto #1	Rock	800	1,200	3
Sinister Serpent	Reptile/Effect	300	250	1
Snatch Steal	Magic/Equip	—	—	—
Spiked Snail	Insect	700	1,300	3
<b>3 Steel Scorpion</b>	Machine/Effect	250	300	1
Swords of Revealing Light	Magic	—	—	—
Torrential Tribute	Trap	—	—	—



## Hidden Duelists

### Arkana



Arkana is like an evil version of Yugi, because he also uses lots of Spellcasters backed up by potent Magic Cards.

He also has strong Fiends in his Deck.

Among his strongest cards are Dark Magician and Blue-Eyes White Dragon. He has several of the former, and occasionally plays with the latter. He also has good non-Tribute Monsters, including La Jinn the Mystical Genie of the Lamp (ATK 1,800) and Earthbound Spirit (DEF 2,000).

### Cards to Watch For

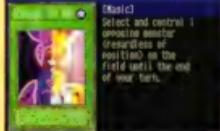
#### Cannon Soldier



#### Dark Magician



#### Change of Heart



Cannon Soldier

Dark Magician

Change of Heart

He has several good Effects Monsters as well, including a few Cannon Soldiers. If Arkana sacrifices a Monster on the Field, these can deal 500 damage to you directly. If Cannon Soldier is on the Field, get rid of it quickly, or Arkana bypasses your defenders and slowly whittles away your health.

Among his Magic Cards are Raigeiki and Dark Hole. He also has Negate Attack as a Trap, and a few Graceful Charities to increase his chances of drawing a good card. Also watch out for Change of Heart, which turns your Monster against you, and Call Of The Haunted and Monster Reborn, which let him call back to life—and to his playing Field—both his Monsters and yours.

Attack him with a nonstop offensive of high-ATK, non-Tribute Monsters. Use Magic Cards such as Raigeiki to wipe out his defenders, and use Change of Heart to take control of his Monsters—then attack with them. He can't offset your attack damage with his defenders, and he also suffers damage from the mind-controlled Monster.

### Sample Cards: Arkana

Card	Type	ATK	DEF	Level
Ancient Sorcerer	Spellcaster	1,000	1,300	4
Armored Rat	Beast	950	1,100	3
Armored Starfish	Aqua	850	1,400	4
Battle Ox	Beast-Warrior	1,700	1,000	4
Bio Plant	Fiend	600	1,300	3
Blue-Eyes White Dragon	Dragon	3,000	2,500	8
Call Of The Haunted	Trap/Continuous	—	—	—
Change of Heart	Magic	—	—	—
2 Cannon Soldier	Machine/Effect	1,400	1,300	4
Clown Zombie	Zombie	1,350	0	2
Crawling Dragon #2	Dinosaur	1,600	1,200	4
Dark Hole	Magic	—	—	—
Dark King of the Abyss	Fiend	1,200	800	3
2 Dark Magician	Spellcaster	2,500	2,100	7
Dark Titan of Terror	Fiend	1,300	1,100	4
Darkworld Thorns	Plant	1,200	900	3
Earthbound Spirit	Fiend	500	2,000	4
Fairy of the Fountain	Aqua	1,600	1,100	4
Fairy's Gift	Spellcaster	1,400	1,000	4
Fire Kraken	Aqua	1,600	1,500	5
Gemini	Spellcaster	600	900	3
2 Graceful Charity	Magic	—	—	—
Harpie Lady	Winged Beast	1,300	1,400	4
High Tide Gyojin	Aqua	1,650	1,300	4
Horn Imp	Fiend	1,300	1,000	4
Launcher Spider	Machine	2,200	2,500	7
La Jinn the Mystical Genie of the Lamp	Fiend	1,800	1,000	4
MadJinn Gunn	Fiend	600	800	2
Magic Jammer	Trap/Counter	—	—	—
Mech Bass	Machine	1,800	1,500	5
Monsturtle	Aqua	800	1,000	3
Morphing Jar #2	Rock/Effect	800	700	3
Negate Attack	Trap	—	—	—
Night Lizard	Aqua	1,150	1,300	4
Prisman	Rock	800	1,000	3
Protector of the Throne	Warrior	800	1,500	4
Psychic Kappa	Aqua	400	1,000	2
Raigeiki	Magic	—	—	—
Synchar	Beast	800	900	3

Card	Type	ATK	DEF	Level
Stone Ghost	Rock	1,200	1,000	4
Sword Arm of Dragon	Dinosaur	1,750	2,030	5
Swords of Revealing Light	Magic	—	—	—
The Thing That Hides in the Mud	Rock	1,200	1,300	4
Tongyo	Fish	1,350	800	4
Tribute to the Doomed	Magic	—	—	—

## Lumis and Umbra



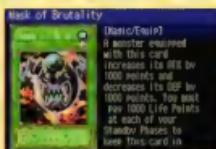
This funny duo presents a good challenge. They use a mix of Monsters, but their most powerful and useful Monsters are Masks, such as Mask of Darkness, Mask of Weakness, and Mask of Brutality.

These utilitarian Masks really pump up Lumis and Umbra's cards. Mask of Brutality boosts any Monster's ATK by 1,000 points, although it also lowers DEF by 1,000 and costs the controller 1,000 Life Points per turn. They also spring Mask of Weakness on your Monster just before it attacks, lowering its ATK by 700 points. Mask of Darkness lets Lumis and Umbra reuse a Trap Card from the Graveyard.

## Cards to Watch For



### The Masked Beast



### Mask of Brutality



### Mirror Force

Lumis and Umbra have decent non-Tribute Monsters, the best being Vorse Raider (ATK 1,900). Among the stronger Monsters they have in their Deck are Summoned Skull and Blue-Eyes White Dragon. But their deadliest Monster is The Masked Beast, a Ritual Monster with 3,200 ATK!

To thwart your Magic Cards, Lumis and Umbra have Magic Jammer. Their deadliest spells, which send you into the loss column if you don't prevent them, are Raigeki, Mirror Force, and Monster Reborn.

### Sample Cards: Lumis and Umbra

Card	Type	ATK	DEF	Level
30,000-Year White Turtle	Aqua	1,250	2,100	5
Blocker	Machine	850	1,800	4
Blue-Eyes White Dragon	Dragon	3,000	2,500	8
Dark Hole	Magic	—	—	—
Dark Titan of Terror	Fiend	1,300	1,100	4
Destroyer Golem	Rock	1,500	1,000	4
Dragon Zombie	Zombie	1,600	0	3
Faith Bird	Winged Beast	1,500	1,100	4
Fiend Reflection #1	Winged Beast	1,300	1,400	4
Fiend Reflection #2	Winged Beast	1,100	1,400	4
Ghoul with an Appetite	Zombie	1,600	1,200	4
Gorgon Egg	Fiend	300	1,300	1
2 Grand Tiki Elder	Fiend	1,500	800	4
Graveyard and the Hand of Invitation	Zombie	700	900	3
Griffore	Beast	1,200	1,500	4
Guardian of the Sea	Aqua	1,300	1,000	4
Kanikabuto	Aqua	650	900	3
Living Vase	Plant	900	1,100	3
Magic Cylinder	Trap	—	—	—
Magic Jammer	Trap/Counter	—	—	—
2 Magician of Faith	Spellcaster/Effect	300	400	1
Mask of Brutality	Magic/Equip	—	—	—
Mask of Darkness	Fiend/Effect	900	400	2
2 Mask of Weakness	Trap	—	—	—
Masked Sorcerer	Spellcaster	900	1,400	4
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Monsturtle	Aqua	800	1,000	3
Mountain Warrior	Beast-Warrior	600	1,000	3
2 Summoned Skull	Fiend	2,500	1,200	6

Card	Type	ATK	DEF	Level
The Thing That Hides in the Mud	Rock	1,200	1,300	4
Tiger Axe	Beast-Warrior	1,300	1,100	4
Tri-Horned Dragon	Dragon	2,850	2,350	8
Z Vorze Raider	Beast-Warrior	1,900	1,200	4

### Kaiba Mokuba

Kaiba Mokuba is the easiest Duelist to beat. As a hidden character, he only appears if you lose more than five times in a row in the game. Once that happens, Seto's little brother relieves you from the tougher Duelists in Battle City.

Mokuba's Deck isn't great. It has few strong Monsters, whether non-Tribute Monsters or higher-level ones. But Mokuba still tries to overwhelm you with his weak Monsters. Don't worry—few of Mokuba's non-Tribute Monsters have more than 1,000 ATK. He does have some strong DEF Monsters, including Mystical Elf (DEF 2,000), but he inexplicably does not play it in Defense Position.



Playing Mokuba provides a good lesson in what not to do. He always plays his Monsters in Attack Position, regardless of the Monster's ATK and DEF strength. He summons a 400 ATK Psychic Kappa in Attack Position, leaving it immensely vulnerable to attack from your own Monsters. Even an average Monster of 1,000 ATK barrels through and deals 600 damage to Mokuba.

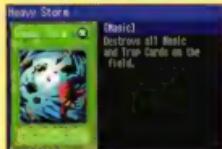
Of course, his ineptitude is your boon, and it is easy to beat Mokuba. If you want to quickly gain points and new cards, play him constantly.

On a final note: If you continue to beat up on him, eventually Seto butts in and saves his brother. From that point on, every time you challenge Mokuba, Seto comes in and Duels you instead. If you want to Duel Mokuba, you must challenge Seto. Just before the Duel, Mokuba sends Seto on an errand, so you can Duel his little brother. Eventually they stop doing this, but when they do, you know how to fight the Duelist you really want to confront.

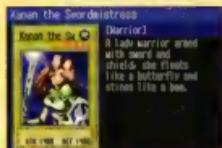
### Sample Cards: Kaiba Mokuba

Card	Type	ATK	DEF	Level
Armaill	Warrior	700	1,300	3
Bat	Machine	300	350	1
Bolt Penguin	Aqua	1,100	800	3
Bonehelmer	Aqua	850	400	3
Dancing Elf	Fairy	300	200	1
Dark King of the Abyss	Fiend	1,200	800	3
Dokuroyalba	Fiend	1,000	400	3
2 Firegrass	Plant	700	600	2
Ganigumo	Insect	600	800	2
Heavy Storm	Magic	—	—	—
2 Kanan the Swordmistress	Warrior	1,400	1,400	4
Key Mace	Fairy	400	300	1
Kuriboh	Fiend/Effect	300	200	1
Liquid Beast	Aqua	950	800	3
Living Vase	Plant	900	1,100	3
Psychic Kappa	Aqua	400	1,000	2
Mountain Warrior	Beast-Warrior	600	1,000	3
Muse-A	Fairy	850	900	3
Mushroom Man	Plant	800	600	2
Mystical Elf	Spellslinger	800	2,000	4
The Bewitching Phantom Thief	Spellslinger	700	700	2
3 Trial of Nightmare	Fiend	1,300	900	4
Wood Remains	Zombie	1,000	900	3

### Cards to Watch For



Heavy Storm



Kanan the Swordmistress



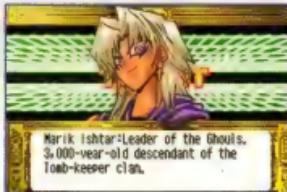
Trial of Nightmare



## Marik Ishtar

Marik is a formidable opponent, able to stand toe-to-toe with the likes of Yugi and Seto. In *Stairway to the Destined Duel*, he is as confident and challenging as ever.

Marik's Deck consists of many strong Fiend Monsters. He also has dastardly Trap and Magic Cards. Some non-Tribute Monsters he can throw at you early are The Bistro Butcher (ATK 1,800), Slate Warrior (ATK 1,900), Vorse Raider (ATK 1,900), and Man-Eater Bug. Slate Warrior is particularly nasty because when it dies it also weakens the Monster that killed it. Man-Eater Bug, while weak, can destroy any Monster when flipped face-up. Later on, these Monsters can be Tribute for higher-level ones, such as his three Summoned Skulls.



As you continue to Duel Marik, sometimes others butt in to take his place. Odion might swoop in to "protect" his Master; even Bakura might come in to assume your challenge. When this happens, challenge the person who intruded to get a real Duel with Marik. Rarely, Marik also turns into Dark Marik just before you Duel him.

Once you face him on the Battle City map, his tactics do not really change, whether he is acting as his evil Dark persona or his normal self. He does not adopt the tiny Monsters strategy of Dark Marik in the Ghoul's Hideout. Instead, he has a balanced, straightforward attack, with strong Monsters and good Traps.

Some very good attacks he can throw at you are his Direct Damage Trap Cards, among them Magic Thorn, Just Desserts, and Bell of Destruction. Magic Thorn is a Continuous Trap that does you 500 damage every time you must remove a card because of a card or Monster effect, while Just Desserts is a one-time attack that deals 500 damage for each Monster you have on the Field. Bell of Destruction kills any face-up Monster and deals its ATK value as damage to both players. Marik can use it to destroy your toughest Monster and bring down your life at the same time.

Having Jinzo or Royal Decree around to neutralize them makes Marik much easier to defeat, as do cards like Heavy Storm and Mystical Space Typhoon. Keep in mind that Marik also has Trap and Magic Removal Cards of his own.

## Cards to Watch For

### Just Desserts



### Just Desserts

### Magic Thorn



### Magic Thorn

### Summoned Skull



### Summoned Skull

## Sample Cards: Marik

Card	Type	ATK	DEF	Level
Bell of Destruction	Trap	—	—	—
Card Destruction	Magic	—	—	—
Change of Heart	Magic	—	—	—
Cyber Jar	Rock/Effect	900	900	3
Dark Hole	Magic	—	—	—
Gross Ghost of Flea Dreams	Fiend	1,300	1,800	4
Just Desserts	Trap	—	—	—
Magic Cylinder	Trap	—	—	—
Magic Jammer	Trap/Counter	—	—	—
Magic Thorn	Trap/Continuous	—	—	—
3 Magician of Faith	Spellcaster/Effect	300	400	1
2 Man-Eater Bug	Insect/Effect	450	600	2
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Morphing Jar #2	Rock/Effect	800	700	3
2 Mystical Space Typhoon	Magic/Quick	—	—	—
Raigeiki	Magic	—	—	—
Slate Warrior	Fiend/Effect	1,900	400	4
Spheros Lady	Rock	400	1,400	3
3 Summoned Skull	Fiend	2,500	1,200	6
3 The Bistro Butcher	Fiend/Effect	1,800	1,000	4
Tribute to the Doomed	Magic	—	—	—
2 Vorse Raider	Beast-Warrior	1,900	1,200	4
2 White Magical Hat	Spellcaster/Effect	1,000	700	3

**Odion**

Odion is a tricky Duelist who uses the most Magic and Trap Cards of all. Many times he simply lies in wait with one or no Monsters, daring you to attack him. Of course, he has five cards face-down on

the Magic and Trap Field, so there is no telling what nasty surprises lie hidden there.

Odion also has subversive Traps, including Enchanted Javelin for turning your attack into healing, and Magic Cylinder for redirecting your Monster's attack back at you. Between those cards and his Negate Attack Cards, you're lucky to do any damage to Odion, let alone have your Monsters survive long enough for you to Tribute them.

Tricks such as Monster Reborn, Dark Hole, and Change of Heart might work on other Duelists, but be warned that Odion has several specific Counter Cards, including Anti Raigeiki, White Hole, Call of the Dark, Call of the Grave, and Magic Jammer.

To combat Odion, you must have Harpie's Feather Duster, Heavy Storm, De-Spell, and other such anti-Magic Magic Cards. Jinzo also helps, but then your Trap Cards don't work either. Playing Imperial Order and Royal Decree really screws up Odion, because they prevent the play of Magic and Trap Cards, respectively. You can then overwhelm him with such strong Monsters as Gemini Elf and Summoned Skull.

**Sample Cards: Odion**

Card	Type	ATK	DEF	Level
Anti Raigeiki	Trap	—	—	—
Call of the Dark	Trap	—	—	—
Call of the Grave	Trap	—	—	—
Crazy Fish	Fish	1,600	1,200	4
Cyber Jar	Rock/Effect	900	900	3
Dark Hole	Magic	—	—	—
Enchanted Javelin	Trap	—	—	—
Fairy Box	Trap/Continuous	—	—	—
Magic Cylinder	Trap	—	—	—
Magic Jammer	Trap/Counter	—	—	—
2 Magic Thorn	Trap/Continuous	—	—	—
Magical Ghost	Zombie	1,300	1,400	4
Magician of Faith	Spellcaster	300	400	1
Mask of Darkness	Fiend/Effect	900	400	2
Mirror Force	Trap	—	—	—
Morphing Jar	Rock/Effect	700	600	2
Monster Reborn	Magic	—	—	—
2 Negate Attack	Trap	—	—	—
Raigeiki	Magic	—	—	—
Seven Tools of the Bandit	Trap/Counter	—	—	—
Slate Warrior	Fiend/Effect	1,900	400	4
Solemn Judgment	Trap/Counter	—	—	—
Summoned Skull	Fiend	2,500	1,200	6
That Which Feeds on Life	Fiend	1,200	1,000	4
3 Torrential Tribute	Trap	—	—	—
3 Trap Hole	Trap	—	—	—
2 Vorse Raider	Beast-Warrior	1,900	1,200	4
White Hole	Trap	—	—	—
2 Widespread Ruin	Trap	—	—	—

**TIP**

Odion usually populates his Field with the maximum of five Magic and Trap Cards, so you can really hurt him with the Effects Monster Card Princess of Tsurugi. When flipped face-up, it does 500 damage to your opponent for each Magic or Trap Card he has on the Field.



## Rare Hunter



Rare Hunter is one of Marik's foot soldiers, but he's still a tough Duelist to face. He possesses many strong Trap Cards, and he uses the Exodia series as his secondary Deck theme. Give him

enough time and his Traps obliterate your Monsters, and he wins the Duel with nothing but his Exodia Cards.

Although not quite as Magic- and Trap-reliant as Odion, Rare Hunter still leaves many hidden Traps in wait for you—Magic Cylinder to turn your Monster's attack back at you, for example, and Mirror Force to destroy your Monsters. He also has Negate Attack and can play Swords of Revealing Light to prevent you from attacking him for several turns. All are designed to buy Rare Hunter time and keep you from killing him before he can draw those five victory cards.

## Cards to Watch For



Exodia the Forbidden One



Appropriate



Mirror Force

The remaining cards in his Deck help him draw more cards to get closer to his goal. He has Sangan, which, when it goes to the Graveyard, lets him bring a Monster from his Deck into his hand. He also has Graceful Charity, Jar of Greed, and Appropriate. All of them let you draw extra cards, but the last one lets Rare Hunter draw two cards for every one that you draw because of Magic Cards. If you play Pot of Greed, Rare Hunter gets to draw four cards!

Don't dismiss Rare Hunter's ability to hurt you even before he draws all five Exodia Cards. He has a Cannon Soldier, which can deal 500 damage to you each turn. Destroy it before it can do real harm. Other than that, Rare Hunter doesn't really use Monster Removal Cards such as Dark Hole and Raigeki. He doesn't go on the offensive much either, since he doesn't have particularly strong Monsters.

### Sample Cards: Rare Hunter

Card	Type	ATK	DEF	Level
Appropriate	Trap/Continuous	—	—	—
Backup Soldier	Trap	—	—	—
Barrel Rock	Rock	1,000	1,300	4
2 Big Eye	Fiend/Effect	1,200	1,000	4
Call Of The Haunted	Trap/Continuous	—	—	—
Cannon Soldier	Machine/Effect	1,400	1,300	4
Celtic Guardian	Warrior	1,400	1,200	4
Change of Heart	Magic	—	—	—
Doron	Warrior	900	500	2
Exodia the Forbidden One	Spellcaster	1,000	1,000	3
2 Graceful Charity	Magic	—	—	—
3 Jar of Greed	Trap	—	—	—
Left Arm of the Forbidden One	Spellcaster	200	300	1
Left Leg of the Forbidden One	Spellcaster	200	300	1
Magic Cylinder	Trap	—	—	—
2 Magician of Faith	Spellcaster/Effect	300	400	1
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
Mystic Tomato	Plant/Effect	1,400	1,100	4
Negate Attack	Trap/Counter	—	—	—
Penguin Soldier	Aqua/Effect	750	500	2
Right Arm of the Forbidden One	Spellcaster	200	300	1
Right Leg of the Forbidden One	Spellcaster	200	300	1
2 Sangan	Fiend/Effect	1,000	600	3
3 Skelengel	Fairy/Effect	900	400	2
Swords of Revealing Light	Magic	—	—	—
Swordsman of Landstar	Warrior	500	1,200	3
The Furious Sea King	Aqua	800	700	3
Water Element	Aqua	900	700	3

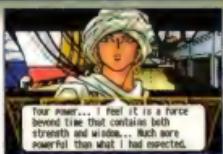
**Shadi**

The mysterious Shadi shows up after you leave the Ghoul's Hideout in victory. Along with Marik and the Ghouls, he now appears as a Duelist on the Battle City map.

Shadi doesn't have a Deck of his own; he copies the Decks of three other Duelists: Yugi, Seto, and Ishizu. During a Duel, he'll use one of these Decks and use that Duelist's strategy as well. Adjust your own strategies accordingly.

If Shadi is playing with Yugi's Deck, you'll see many strong non-Tribute Monsters that will overwhelm you and prevent you from playing your higher-level Monsters. If he plays Seto, then watch out for his killer combo of Cyber-Stein and Blue-Eyes Ultimate Dragon. If Shadi has Ishizu's Deck, you'll be faced with many strong Fairies and Effects Monsters that will keep healing Shadi.

Whether Shadi has Yugi's Deck and draws Gemini Elf (ATK 1,900) or uses Seto's cards and has Vorse Raider (ATK 1,900), he will have high ATK Monsters that won't require Tribute. If Shadi has Ishizu's Deck, you'll see some decent high ATK non-Tribute Monsters like Dunames Dark Witch (ATK 1,800) and even better high DEF Monsters, such as Banisher of the Light (DEF 2,000) or The Forgiving Maiden (DEF 2,000).

**NOTE**

Shadi's sample cards are a compilation of Yugi's, Seto's, and Ishizu's cards. He doesn't actually use all these cards in a given Duel, since he can only copy one character's Deck per Duel. Refer to the copied Duelist's section for a more detailed list of their cards.

**Sample Cards: Shadi**

Card	Type	ATK	DEF	Level
3 Alpha The Magnet Warrior	Rock	1,400	1,700	4
2 Ass Raider	Warrior	1,700	1,150	4
2 Banisher of the Light	Fairy/Effect	100	2,000	—
2 Bell of Destruction	Trap	—	—	—
3 Beta The Magnet Warrior	Rock	1,700	1,600	4
2 Black Magic Ritual	Magic	—	—	—
Blue-Eyes White Dragon	Dragon	3,000	2,500	8
Blue-Eyes Ultimate Dragon	Dragon/Fusion	4,500	3,800	12
Card Destruction	Magic	—	—	—
2 Ceasefire	Trap	—	—	—
Cosmo Queen	Spellcaster	2,900	2,450	8
2 Cyber Jar	Rock/Effect	900	900	3
Cyber-Stein	Machine/Effect	700	500	2
2 Cyber-Tech Alligator	Machine	2,500	1,600	5
Dark Hole	Magic	—	—	—
2 Dark Magician	Spellcaster	2,500	2,100	7
3 Dark Magician Girl	Spellcaster/Effect	2,000	1,700	6
2 Dryad	Spellcaster	1,200	1,400	4
3 Dunames Dark Witch	Fairy	1,800	1,050	4
3 Gamma The Magnet Warrior	Rock	1,500	1,800	4
2 Gemini Elf	Spellcaster	1,900	900	4
3 Hysteria Fairy	Fairy/Effect	1,800	500	4
Just Desserts	Trap	—	—	—
Light of Intervention	Trap/Continuous	—	—	—
2 Magic Jammer	Trap/Effect	—	—	—
2 Magician of Black Chaos	Spellcaster/Ritual	2,800	2,600	8
2 Magician of Faith	Spellcaster/Effect	300	400	1
2 Man-Eater Bug	Insect/Effect	450	600	2
2 Marie the Fallen One	Flend/Effect	1,700	1,200	4
Mirror Force	Trap	—	—	—
Monster Reborn	Magic	—	—	—
2 Polymerization	Magic	—	—	—
Raigeiki	Magic	—	—	—
Rock Ogre Grotto #2	Rock	700	1,400	3
Shadow of Eyes	Trap	—	—	—
2 Shining Fairy	Fairy/Effect	1,400	800	4
Snatch Steal	Magic/Equip	—	—	—
2 Soul of Purity and Light	Fairy/Effect	2,000	1,800	6
2 St. Joan	Fairy/Fusion	2,800	2,000	7
Summoned Skull	Flend	2,500	1,200	6
Swords of Revealing Light	Magic	—	—	—
2 The Forgiving Maiden	Fairy/Effect	850	2,000	4
Torrential Tribute	Trap	—	—	—
Vorse Raider	Beast-Warrior	1,900	1,200	4
White Magical Hat	Spellcaster	1,000	700	3

**Cards to Watch For****Cosmo Queen**

Spellcaster  
Owner of the galaxies and Mistress of the stars.

**Blue-Eyes Ultimate Dragon**

(Dragon/Fusion)  
The most powerful Dragon! Blue-Eyes White Dragon + Blue-Eyes Wild Dragon

**Cosmo Queen**

Spellcaster/Ritual  
This monster is summoned with the Ritual Magic Card 'Magician of Black Chaos'! You must have 20 or more monsters whose total Level stars equal 8 or more from the Field before you can Tribute.

**Blue-Eyes Ultimate Dragon**

Magician of Black Chaos

All three of Shadi's cloned Decks have good higher-level Monsters. Of the three, Yugi has the weakest Level 5 and above Monsters; but if Shadi is using Seto's or Ishizu's Deck when you Duel him, you could face St. Joan (ATK 2,800), Cosmo Queen (ATK 2,900), or even Blue-Eyes Ultimate Dragon (ATK 4,500)!

One constant between all three of Shadi's possible Decks is excellent Magic and Trap Cards. No matter whose Deck he uses, he'll have Monster Removal Cards like Raigeiki, Dark Hole, and Mirror Force. Refer to the Duelists that Shadi copies for more information on their Decks. In general, if he uses several Magnet Warriors and Spellcasters, he is using Yugi's Deck. If he uses Fairies, he is using Ishizu's Deck. And if he plays a wide assortment of Monsters, he is using Seto's Deck.



## Strings



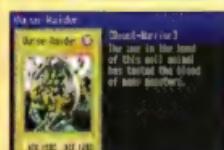
Strings is very much like his counterpart on the TV show. This Zombielike servant of Marik is famous for his Jam Cards, and he usually summons a wave of them against you. He has several

Jam Breeding Machines, which can create Slime Tokens (Aqua Type, ATK 500 / DEF 500) every turn. Although these tokens aren't too powerful, they can be used as Tribute for his more powerful Monsters.

## Cards to Watch For



Beta the Magnet Warrior



Vorse Raider



Gaia the Fierce Knight

Even before he gets out his Jam Breeding Machines, Strings can play several very strong non-Tribute Monsters, including high-DEF Monsters such as Humanoid Slime (DEF 2,000) and Earthbound Spirit (DEF 2,000), and high-ATK Monsters such as Vorse Raider (ATK 1,900) and Slate Warrior (ATK 1,900). Slate Warrior especially bears watching, because whatever kills it is permanently reduced in ATK value by 500 points.

Strings also has several Magicians of Faith to search his Graveyard for useful Magic Cards to reuse. Among those useful Magic and Trap Cards are Raigeki, Dark Hole, and Nightmare's Steelcage. Nightmare's Steelcage can really throw off your offensive—it prevents either side from attacking for two turns. With this card, Strings can buy himself time to summon better Monsters or draw the right Magic Card.

Strings isn't terribly difficult to Duel, mostly because his Slime Tokens are so weak. And because they are usually left in Attack Position, Strings is vulnerable to Life Point damage. Still, kill these Tokens before he can Tribute them for bigger Monsters such as his Gaia the Fierce Knight. If you can do that and weather his Monster Removal Cards, you should be in good shape.

### Sample Cards: Strings

Card	Type	ATK	DEF	Level
Anthrosaurus	Dinosaur	1,000	850	3
Aqua Madoor	Spellcaster	1,200	2,000	4
Battle Warrior	Warrior	700	1,000	3
Beta the Magnet Warrior	Rock	1,700	1,600	4
Dark Hole	Magic	—	—	—
Doma The Angel of Silence	Fairy	1,600	1,400	5
Earthbound Spirit	Fiend	500	2,000	4
Fireyaro	Pyro	1,300	1,000	4
Gaia the Fierce Knight	Warrior	2,300	2,100	7
Hilitzu-Me Giant	Beast-Warrior	1,200	1,000	4
Humanoid Slime	Aqua	800	2,000	4
3 Jam Breeding Machine	Magic/Continuous	—	—	—
Magic Cylinder	Trap	—	—	—
Magic Jammer	Trap/Counter	—	—	—
2 Magician of Faith	Spellcaster/Effect	300	400	1
Minomushi Warrior	Rock	1,300	1,200	4
Morphing Jar #2	Rock/Effect	800	700	3
Nightmare's Steelcage	Magic	—	—	—
Raigeki	Magic	—	—	—
Slate Warrior	Fiend/Effect	1,900	400	4
Sorcerer of the Doomed	Spellcaster	1,450	1,200	4
Spiked Snail	Insect	700	1,300	3
Spirit of the Harp	Fairy	800	2,000	4
Stone Armadillier	Rock	800	1,200	3
Tenderness	Fairy	700	1,400	3
2 Vorse Raider	Beast-Warrior	1,900	1,200	4
Wood Clown	Warrior	800	1,200	3



## The Final Hidden Duelists

The final three Duelists are listed separately from the rest of the pack because you can't access them until much later in the game. Bandit Keith doesn't appear until you defeat all Duelists five times, except for Mokuba, Pegasus, and Duke. That means you must complete the Tea Kidnapping event before he appears.

Duke shows up when you beat Mokuba, Pegasus, and Bandit Keith. Pegasus shows up after you have a Toon World Card, which you get from the Blue-Eyes Toon Dragon Pack (this pack appears when you reach 10,000 points!). They are truly an elusive trio.

### Bandit Keith



Bandit Keith uses his familiar Machine Deck, relying on a host of high ATK and DEF Monsters to pummel you into the ground. His strongest non-Tribute Monsters are Mechanicalchaser (ATK 1,850), Guardian of the Throne Room (ATK 1,650), and Overdrive (ATK 1,600), and he has several of each. But watch out for his Level 5-6 Monsters. He can play two Cyber-Tech Alligators—2,500 ATK Monsters—for just one Tribute each! And he has Zoa (ATK 2,600) and potentially Metalzoa (ATK 3,000) waiting in the wings.

If you use a Deck that relies on specific cards in your hand, such as Exodia, then beware of his Morphing Jar #2, which could send both your cards and his into the Graveyard. Keith is also good at removing individual Monsters, thanks to his Trap Hole Card, and then reviving your Monsters for his use with Monster Reborn. He also has Change of Heart. Fortunately, he doesn't really use mass Monster Destruction Cards such as Raigeki.

Keith does use Machines, so put him at a disadvantage by playing an Umi Field Magic Card, which weakens all Machines by 200 points.

### Sample Cards: Bandit Keith

Card	Type	ATK	DEF	Level
Brave Scizzar	Machine	1,300	1,000	4
Change of Heart	Magic	—	—	—
2 Cyber-Tech Alligator	Machine	2,500	1,600	5
Fiend Kraken	Aqua	1,200	1,400	4
2 Gamble	Trap	—	—	—
Colgoll	Machine	900	1,600	4
2 Guardian of the Throne Room	Machine	1,650	1,600	4
Headless Knight	Machine	1,450	1,700	4
Lesser Dragon	Dragon	1,200	1,000	4
Lightning Conger	Thunder	350	750	3
Magic jammer	Trap/Counter	—	—	—
Mechanical Snail	Machine	800	1,000	3
3 Mechanicalchaser	Machine	1,850	800	4
Monster Reborn	Magic	—	—	—
Morphing Jar #2	Rock/Effect	800	700	3
2 Oni Tank T-34	Machine	1,400	1,700	4
2 Overdrive Machine	Machine	1,600	1,500	4
Pendulum Machine	Machine	1,750	2,000	6
Slot Machine	Machine	2,000	2,300	7
3 Trap Hole	Trap	—	—	—
Zoa	Machine	2,600	1,900	7

### Cards to Watch For



Cyber-Tech Alligator



Metalzoa



Trap Hole



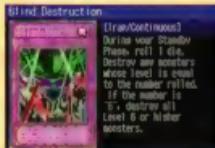
## Duke Devlin

Duke Devlin is the creator of Dungeon Dice and thinks he knows a lot about Dueling. He is the final Duelist you unlock in the game, showing up after you've beaten everyone else once.

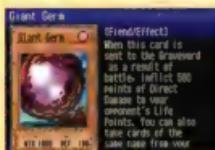
Duke uses lots of Effect Monsters in his Deck, going for flashy abilities over brute strength. His Monsters usually annoy you by manifesting several special abilities once they die, such as replicating themselves, healing Duke, or subtracting from your Life Points. When you destroy his Giant Germ, for example, you lose 500 Life Points, and any other Giant Germs in his Deck come into play on the Field in Defense Position. If you kill his Nimble Momonga, he gains 1,000 Life Points and all his Momongas come into play.

Duke also has several Penguin Soldiers to send Monsters back to your hand and some Man-Eater Bugs to send your Monsters to the Graveyard.

### Cards to Watch For



Blind Destruction



Giant Germ



Man-Eater Bug

Duke doesn't employ instant-kill Magic and Trap Cards, so don't worry about a Mirror Force or Dark Hole wiping out your Monsters.

His take on Monster removal is Blind Destruction, which takes a random roll of the dice to determine which level of Monsters die. If he rolls a four when Blind Destruction activates, all Level 4 Monsters go to the Graveyard, including his own. Blind Destruction operates on chance, so it isn't as threatening as Raigeki, but one unlucky roll of the dice could put you in trouble. Duke also uses the Graceful and Skull Dice Cards to pump up his Monsters and weaken your Monsters before you both attack.

Don't use cards that keep Effects Monsters from using their abilities, because you usually have Effect Monsters of your own. To defeat Duke, go on the offensive with high ATK Monsters, because Duke's Monsters aren't very strong. If you stay on the offensive with strong Monsters, you should defeat Duke easily. If you are worried about Blind Destruction taking you down at a bad time, use Harpie's Feather Duster or Heavy Storm to clear it from the Field.

### Sample Cards: Duke Devlin

Card	Type	ATK	DEF	Level
Air Eater	Fiend	2,100	1,600	6
Ancient Tool	Machine	1,700	1,400	5
Ansatsu	Warrior	1,700	1,200	5
<b>1 Blind Destruction</b>	Trap/Continuous	—	—	—
Brave Scizzar	Machine	1,300	1,000	4
<b>2 Bubonic Vermin</b>	Beast/Effect	900	600	3
Change of Heart	Magic	—	—	—
<b>3 Giant Germ</b>	Fiend/Effect	1,000	100	2
2 Graceful Dice	Magic/Quick	—	—	—
Green Phantom King	Plant	500	1,600	3
Key Mace #2	Fiend	1,050	1,200	4
Lightning Conger	Thunder	350	750	3
2 Man-Eater Bug	Insect/Effect	450	600	2
Monster Reborn	Magic	—	—	—
Morphing Jar #2	Rock/Effect	800	700	3
<b>Nimble Momonga</b>	Beast/Effect	1,000	100	2
3 Penguin Soldier	Aqua/Effect	750	500	2
<b>2 Skull Dice</b>	Trap	—	—	—
Temple of Skulls	Zombie	900	1,300	4
Wilmee	Beast	1,000	1,200	4
Wow Warrior	Fish	1,250	900	4



## Maximillion Pegasus



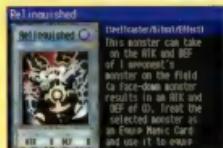
Dueling is a comparison of each opponent's capacity for tactics. Let's find out how strong you've become...

The most famous of Duelists and a collector of Millennium items, Maximillion Pegasus was bound to show up at a tournament showcasing the best Duelists in the world. As you might expect, his Deck is filled with comical Toon Monsters that are anything but lightweight. If he can play his Toon World Card and get out a few of his Toon Monsters, such as Toon Summoned Skull (ATK 2,500) and Blue-Eyes Toon Dragon (ATK 3,000), the Duel is over.

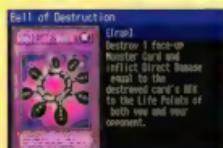
### Cards to Watch For



Blue-Eyes Toon Dragon



Relinquished



Bell of Destruction

Mirror Wall, Dark Hole, and Magic Cylinder. Pegasus is also good at healing himself, which keeps him in the fight longer and gives him a better chance to play his Toon Monsters. He can heal himself with Nimble Momonga, Numinous Healer, and Enchanted Javelin.

But don't relax if you get rid of his Toon World Card. Besides his Magic and Traps, he also has Summoned Skull (ATK 2,500) and Thousand-Eyes Restrict and Relinquished, both of which can assume the ATK and DEF of your best Monsters.

Beating Pegasus is tough and requires good use of Magic and Monster Removal Cards, as well as an aggressive offense to keep his better Monsters and Magic Cards from coming into play.

### Sample Cards: Pegasus

Card	Type	ATK	DEF	Level
Bell of Destruction	Trap	—	—	—
2 Black Illusion Ritual	Magic	—	—	—
Blue-Eyes Toon Dragon	Dragon/Effect	3,000	2,500	8
Cyber Jar	Rock/Effect	900	900	3
Dark Hole	Magic	—	—	—
2 Enchanted Javelin	Trap	—	—	—
Mirror Force	Trap	—	—	—
Mirror Wall	Trap/Continuous	—	—	—
Monster Reborn	Magic	—	—	—
Morphing Jar	Rock/Effect	700	600	2
2 Nimble Momonga	Beast/Effect	1,000	100	2
Numinous Healer	Trap	—	—	—
Raigeki	Magic	—	—	—
Relinquished	Spellcaster/Effector	0	0	1
Sinister Serpent	Reptile/Effect	300	250	1
Slate Warrior	Fiend/Effector	1,900	400	4
Summoned Skull	Fiend	2,500	1,200	6
Swords of Revealing Light	Magic	—	—	—
Thousand-Eyes Idol	Spellcaster	0	0	1
3 Toon Mermaid	Aqua/Effector	1,400	1,500	4
Toon Summoned Skull	Fiend/Effector	2,500	1,200	6
2 Toon World	Magic	—	—	—
2 Vorse Raider	Beast-Warrior	1,900	1,200	4

Although Pegasus has to wait one turn before he can attack with his Toon Monsters, they can bypass normal Monsters to attack your Life Points directly. One Blue-Eyes Toon Dragon ends the Duel in three turns regardless of whether you have Blockers or not! Luckily, his Toon Monsters can only be played when his Toon World Magic Card is on the Field, so remove it to keep him from playing his most powerful Monsters.

While he is waiting to set up his Toon Monsters, Pegasus can also play his strong Level 4 Vorse Raiders (ATK 1,900) and Slate Warrior (ATK 1,900). Moreover, he has lots of strong Magic and Trap Cards to keep you off balance, such as Mirror Force, Raigeki,



## Dark Duelists

When you trigger the Ghoul's Hideout event and enter the Pyramid to battle Marik, you face three Duelists who are Dark versions of themselves. They are Dark Tea, Dark Joey, and Dark Marik. You only face Dark Joey and Dark Tea in the Hideout, but Dark Marik occasionally takes control of Marik and fights you in Battle City.

You fight Dark Tea and Dark Joey only once. Dark Marik is a different story. You can sometimes Duel him on the regular map.

### NOTE

*The Dark Duelists don't count as Duelists for the purposes of meeting unlock conditions for hidden booster packs and secret Duelists. For example, you must beat all normal Duelists, excluding Dark Duelists, 10 times to unlock the Destiny Board Pack.*



Dark Tea

Well... Welcome to the Ghoul's Hideout. Now that you're here, don't expect to see the light of day ever again. My duelists are



Dark Joey

So... You're the one who dares to stand in the way of Marik, my master! I'll crush you with my new deck!!!



Dark Marik

So... He finally meet!!! I just say that the pleasure is mine! Thanks to your victory over Odion, I am finally free!!! Now that we've met,

Dark Marik's strategy is very different from anything you will have faced up to the point you Duel him in the Ghoul's Hideout. Moreover, he doesn't Duel like this again after you leave the Hideout.

During your Duel with him in the Ghoul's Hideout, he emphasizes small Monsters. He uses Gravity Bind to prevent you from attacking with anything Level 4 or higher. If you have anything low enough in level in which to attack or defend, he uses Raigeki and other Monster Removal Cards to wipe them away and then overwhelms you with his Level 3 Monsters.

### Cards to Watch For

#### Gravity Bind



[Trap/Continuous]  
SET 1 numbers of Level 4 or higher cannot attack. Their positions are still be changed.

Gravity Bind

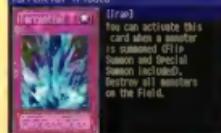
#### Muka Muka



[Rock/Effect]  
Increase the ATK and DEF of this card by 300 points for every card in your hand.

Muka Muka

#### Torrential Tribute



[Trap]  
You can activate this card when a monster is summoned (either Summon and Special Summon included). Destroy all monsters on the field.

Torrential Tribute

Before you face Dark Marik, make sure your Deck has Level 3 Monsters to fight for you. Dark Marik takes longer to finish you off because Gravity Bind also restricts him from using high-ATK Monsters, but you can't fight back if you don't have any weaker Monsters with which to play.

Place some low-level Effects Monsters in your Deck to help fight Dark Marik. Make sure they have good abilities so they can be used against the other Duelists in the Hideout. Some examples include Muka Muka, Man-Eater Bug, and Princess of Tsurugi. Have Direct Damage Magic Cards to attack Dark Marik without having to go through Monsters.

Use Jinzo or Royal Decree to negate the Gravity Bind Trap, or use Trap Removal Cards such as Mystical Space Typhoon. If Gravity Bind gets played anyway, use the Trap Card Infinite Dismissal, which destroys all Level 3 or lower Monsters on your enemy's Field. Then your own Level 3 Monsters can attack unhampered.

Also use Magic Equip Cards to buff up your Monsters so they are stronger than Dark Marik's. Since only Level 3 and under Monsters can fight, every 200 or more points from power-ups makes a huge difference. The Duel might take a while, but if you have pumped up low-level Monsters supported by Direct Damage Cards, you can win easily.

#### Sample Cards: Dark Marik

Card	Type	ATK	DEF	Level
Call Of The Haunted	Trap	—	—	—
Card Destruction	Trap	—	—	—
Crawling Dragon #2	Dinosaur	1,600	1,200	4
Cyber Jar	Rock/Effect	900	900	3
Dark Hole	Magic	—	—	—
2 Gravekeeper's Servant	Trap/Continuous	—	—	—
Gravity Bind	Trap/Continuous	—	—	—
Great White	Fish	1,600	800	4
Harpie's Feather Duster	Magic	—	—	—
Infinite Cards	Magic	—	—	—
3 Magician of Faith	Spelcaster/Effect	300	400	1
Man-Eater Bug	Insect/Effect	450	600	2
Mask of Darkness	Fiend/Effect	900	400	2
Monster Reborn	Magic	—	—	—
Morphing Jar #2	Rock/Effect	800	700	3
Muka Muka	Rock/Effect	600	300	2
Mystical Space Typhoon	Magic/Quick	—	—	—
Itaigeki	Magic	—	—	—
Summoned Skull	Fiend	2,500	1,200	6
The Bistro Butcher	Fiend/Effect	1,800	1,000	4
Torrential Tribute	Trap	—	—	—
Tribute To The Doomed	Magic	—	—	—
Violent Rain	Aqua	1,550	800	4
Vorse Raider	Beast-Warrior	1,900	1,200	4
White Magical Hat	Spelcaster/Effect	1,000	700	3



## Card List

### NOTE

Not all cards have passwords. Those are marked with "N/A".

#### 30,000-Year White Turtle



Type: Aqua  
Attribute: Water  
Level: 3  
ATK: 1,200  
DEF: 2,100  
Password: 11714098

**Description:** A huge turtle that has existed for more than 30,000 years.

#### 4-Starred Ladybug of Doom



Type: Insect/Effect  
Attribute: Wind  
Level: 4  
ATK: 800  
DEF: 1,200  
Password: 83994646

**Description:** Rip Effect: Destroys face-up Level 4 Monsters on your opponent's side of the Field.

#### 7 Colored Fish



Type: Fish  
Attribute: Water  
Level: 4  
ATK: 1,800  
DEF: 800  
Password: 23771716

**Description:** A rare rainbow fish that has never been caught by mortal man.

#### 7 Completed



Type: Magic/Equip  
Attribute: Magic  
Level: 3  
ATK: —  
DEF: —  
Password: 86198326

**Description:** A Machine-Type Monster equipped with this card increases either its ATK or DEF by 200 points. You cannot change your choice as long as this card remains face-up on the Field.

#### Abyss Flower



Type: Plant  
Attribute: Earth  
Level: 3  
ATK: 750  
DEF: 400  
Password: 40387124

**Description:** A rarely seen flower that blossoms quietly on the edge of darkness.

#### Acid Crawler



Type: Insect  
Attribute: Earth  
Level: 3  
ATK: 900  
DEF: 700  
Password: 77568553

**Description:** A giant caterpillar that secretes an acid mist that melts anything.

#### Acid Trap Hole



Type: Trap  
Attribute: Trap  
Level: 3  
ATK: —  
DEF: —  
Password: 41356845

**Description:** Flip one face-down Defense Position Monster face-up. If the Monster's DEF is 2,000 points or less, the Monster is destroyed. If the DEF is more than 2,000 points, return the Monster to its face-down Defense Position.

#### Air Eater



Type: Fiend  
Attribute: Wind  
Level: 3  
ATK: 2,100  
DEF: 1,600  
Password: 08353769

**Description:** A Monster that feeds on oxygen, suffocating any who come near.

#### Air Marmot of Nefariousness



Type: Beast  
Attribute: Earth  
Level: 3  
ATK: 400  
DEF: 600  
Password: 75889523

**Description:** A horned beaver that dive-bombs enemies with acorns.

#### Akakieisu



Type: Spellcaster  
Attribute: Dark  
Level: 3  
ATK: 1,000  
DEF: 800  
Password: 38035986

**Description:** A sorcerer who utters spells that can render Monsters unconscious.

#### Akihiron



Type: Aqua  
Attribute: Water  
Level: 3  
ATK: 1,200  
DEF: 1,400  
Password: 36904469

**Description:** This strange creature hides in the deep, dark corners of the seven seas.

#### Alinsection



Type: Insect  
Attribute: Earth  
Level: 3  
ATK: 900  
DEF: 700  
Password: 70924884

**Description:** A stag beetle with saw-like head and arms.

**Alligator's Sword**

Type:	Beast
Attribute:	Earth
Level:	4
ATK:	1,500
DEF:	1,200
Password:	64428736

**Description:** This lizard man can swing a sword at velocities that exceed the speed of sound.

**Alligator's Sword Dragon**

Type:	Dragon/Fusion
Attribute:	Wind
Level:	5
ATK:	1,700
DEF:	1,500
Password:	03366982

**Description:** Baby Dragon + Alligator's Sword. You can inflict Direct Damage to your opponent's Life Points with this card if the only attributes of Monster Cards on your opponent's side of the Field are Earth, Water, or Fire.

**Alpha The Magnet Warrior**

Type:	Rock
Attribute:	Earth
Level:	4
ATK:	1,400
DEF:	1,700
Password:	99785935

**Description:** Alpha, Beta, and Gamma meld as one to form a powerful Monster.

**Amazon Archer**

Type:	Warrior/Effect
Attribute:	Earth
Level:	4
ATK:	1,400
DEF:	1,000
Password:	91869203

**Description:** You can inflict 1,200 points of Direct Damage to your opponent's Life Points by offering two of your Monsters on the Field as a tribute.

**Amazon of the Seas**

Type:	Fish
Attribute:	Water
Level:	4
ATK:	1,300
DEF:	1,400
Password:	17968114

**Description:** A mermaid who serves as herald of the Sea King and guards the sanctuary.

**Arneba**

Type:	Aqua/Effect
Attribute:	Water
Level:	1
ATK:	300
DEF:	350
Password:	95174353

**Description:** When this card is face-up on the Field and control shifts to your opponent, inflict 2,000 points of Direct Damage to your opponent's Life Points. This effect can only be used once as long as this card remains face-up on the Field.

**Amphibian Beast**

Type:	Fish
Attribute:	Water
Level:	8
ATK:	2,400
DEF:	2,000
Password:	67371383

**Description:** On land or in the sea, the speed of this Monster is unmatched.

**Amphibious Bugroth**

Type:	Aqua/Fusion
Attribute:	Water
Level:	5
ATK:	1,850
DEF:	1,300
Password:	40173854

**Description:** Ground Attacker Bugroth + Guardian of the Sea.

**Ancient Brain**

Type:	Fiend
Attribute:	Dark
Level:	3
ATK:	1,000
DEF:	700
Password:	4231843

**Description:** A fallen fairy that is powerful in the dark.

**Ancient Elf**

Type:	Spellcaster
Attribute:	Light
Level:	4
ATK:	1,450
DEF:	1,200
Password:	93221206

**Description:** This elf is rumored to have lived for thousands of years. He leads an army of spirits against his enemies.

**Ancient Jar**

Type:	Rock
Attribute:	Earth
Level:	1
ATK:	400
DEF:	200
Password:	81492226

**Description:** A very fragile jar that contains something ancient and dangerous.

**Ancient Lizard Warrior**

Type:	Reptile
Attribute:	Earth
Level:	8
ATK:	1,400
DEF:	1,100
Password:	43230671

**Description:** Before the dawn of man, this lizard warrior ruled supreme.

### Ancient One of the Deep Forest



Type:	Beast
Attribute:	Earth
Level:	8
ATK:	1,800
DEF:	1,900
Password:	14015067

**Description:** This creature adopts the form of a white goat living in the Forest, but is actually a Forest Elder.

### Ancient Sorcerer



Type:	Spells/Continuous
Attribute:	Dark
Level:	4
ATK:	—
DEF:	1,000
Password:	36821538

**Description:** Armed with an array of magic wands, this creature is capable of multiple attacks.

### Ancient Telescope



Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	17092736

**Description:** See the top five cards of your opponent's Deck. Return the cards to the Deck in the same order.

### Ancient Tool



Type:	Machine
Attribute:	Dark
Level:	3
ATK:	1,700
DEF:	1,400
Password:	49587396

**Description:** A destructive machine discovered in the Ruins of the Ancients.

### Ancient Tree of Enlightenment



Type:	Plant
Attribute:	Earth
Level:	8
ATK:	600
DEF:	1,500
Password:	86421986

**Description:** This ancient arbor uses its extensive knowledge to avoid the damage of enemy attacks.

### Ansatsu



Type:	Warrior
Attribute:	Earth
Level:	5
ATK:	1,200
DEF:	1,200
Password:	48365709

**Description:** A silent and deadly warrior specializing in assassination.

### Anthrosaurus



Type:	Dinosaur
Attribute:	Earth
Level:	3
ATK:	1,000
DEF:	850
Password:	89904598

**Description:** Man-like dinosaur with a high IQ that is lacking in strength.

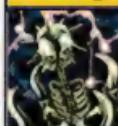
### Anti-Magic Fragrance



Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	58921041

**Description:** As long as this card remains on the Field, Magic Cards must always be Set on the Field and cannot be activated until a player's following turn.

### Anti Raigeki



Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	42364257

**Description:** When your opponent activates Raigeki, all your opponent's Monsters are destroyed in place of your own.

### Appropriate



Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	48539234

**Description:** You can activate this card when your opponent draws a card outside of his or her Draw Phase. Draw two cards from your Deck.

### Aqua Chorus



Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	95132338

**Description:** If there are Monster Cards of the same name on the Field, the ATK and DEF of those cards are increased by 500 points.

### Aqua Dragon



Type:	Sea Serpent/Fusion
Attribute:	Water
Level:	6
ATK:	2,250
DEF:	1,500
Password:	88164529

**Description:** Fairy Dragon + Amazon of the Seas + Zone Eater.

**Aqua Madoor**

Type:	Spellcaster
Attribute:	Water
Level:	4
ATK:	1,200
DEF:	2,000
Password:	85639257

**Description:** A wizard of the waters that conjures a liquid wall to crush any enemies that oppose him.

**Aqua Snake**

Type:	Aqua
Attribute:	Water
Level:	3
ATK:	1,050
DEF:	900
Password:	12436646

**Description:** This Monster hypnotizes an opponent with the ball on its tail and draws them to a watery doom.

**Aqua Spirit**

Type:	Aqua/Effect
Attribute:	Water
Level:	4
ATK:	1,600
DEF:	1,200
Password:	40916023

**Description:** Special Summon this card by removing one Water Monster from your Graveyard. During each of your Standby Phases, you can change the Attack Position of one of your opponent's face-up Monster Cards. Once changed, the Monster must remain in this position for the rest of the turn.

**Arrownay**

Type:	Plant
Attribute:	Earth
Level:	3
ATK:	800
DEF:	1,000
Password:	14708569

**Description:** A lady Monster dwelling in a flower; she sprinkles the air with poisonous pollen.

**Arma Knight**

Type:	Aqua
Attribute:	Water
Level:	4
ATK:	1,000
DEF:	1,200
Password:	36151751

**Description:** An ammonite warrior that has protected the seas throughout history.

**Armaill**

Type:	Warrior
Attribute:	Earth
Level:	3
ATK:	700
DEF:	1,300
Password:	53153481

**Description:** A strange warrior who manipulates three deadly blades with both hands and his tail.

**Armed Ninja**

Type:	Warrior/Effect
Attribute:	Earth
Level:	3
ATK:	300
DEF:	300
Password:	09076207

**Description:** Flip Effect: Destroys one Magic Card on the Field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position.

**Armored Glass**

Type:	Trap
Attribute:	Trap
Level:	1
ATK:	—
DEF:	—
Password:	36868108

**Description:** You can activate this card when a Monster is equipped with an Equip Magic Card. Negate the effects of all Equip Magic Cards on the Field during the turn this card is activated.

**Armored Lizard**

Type:	Reptile
Attribute:	Earth
Level:	4
ATK:	1,500
DEF:	1,200
Password:	15480588

**Description:** A lizard with a very tough hide and a vicious bite.

**Armored Rat**

Type:	Beast
Attribute:	Earth
Level:	3
ATK:	950
DEF:	1,100
Password:	16246527

**Description:** The fur on this Monster rat is tough enough to repel swords.

**Armored Starfish**

Type:	Aqua
Attribute:	Water
Level:	1
ATK:	850
DEF:	1,400
Password:	17535588

**Description:** A bluish starfish with a very tough hide for repelling attacks.

**Armored Zombie**

Type:	Zombie
Attribute:	Dark
Level:	3
ATK:	1,500
DEF:	0
Password:	20277860

**Description:** This warrior blindly swings a deadly blade with devastating force.

### Attack and Receive



Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 6368943

**Description:** You can activate this card when you take damage to your Life Points. Inflict 700 points of Direct Damage to your opponent's Life Points. In addition, inflict 300 points of Direct Damage to your opponent's Life Points per card if there are additional Attack and Receive Cards in your Graveyard.

### Axe of Despair



Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 40619825

**Description:** A Monster equipped with this card increases its ATK by 1,000 points. When this card is sent from the Field to the Graveyard, you can offer one Monster from the Field as a Tribute to place it on top of your Deck.

### Axe Raider



Type: Warrior  
Attribute: Earth  
Level: 4  
ATK: 1,700  
DEF: 1,150  
Password: 48305365

**Description:** An axe-wielding Monster of tremendous strength and agility.

### Baby Dragon



Type: Dragon  
Attribute: Wind  
Level: 3  
ATK: 1,200  
DEF: 700  
Password: 88819587

**Description:** Much more than just a child, this dragon is gifted with untapped power.

### Backup Soldier



Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 36280194

**Description:** You can activate this card when there are five or more Monster Cards in your Graveyard. Take up to three Monster Cards (except Monsters with effects) with an ATK of 1,500 or less from your Graveyard and add them to your hand.

### Banisher of the Light



Type: Fairy/Effect  
Attribute: Light  
Level: 3  
ATK: 1,000  
DEF: 2,000  
Password: 61520825

**Description:** As long as this card remains face-up on the Field, any card sent to the Graveyard is removed from play.

### Baron of the Fiend Sword



Type: Fiend  
Attribute: Dark  
Level: 4  
ATK: 1,550  
DEF: 800  
Password: 86325596

**Description:** An aristocrat who wields a sword possessed by a malicious spirit that preys on the weak.

### Barox



Type: Fiend/Fusion  
Attribute: Dark  
Level: 5  
ATK: 1,380  
DEF: 1,530  
Password: 06840573

**Description:** Frenzied Panda + Ryu-Kishin

### Barrel Dragon



Type: Machine/Effect  
Attribute: Dark  
Level: 7  
ATK: 2,600  
DEF: 2,200  
Password: 81480460

**Description:** Toss a coin three times. If two out of three tosses result in heads, destroy one Monster on your opponent's side of the Field. This card's effect can be used only during your own turn, once per turn.

### Barrel Lily



Type: Plant  
Attribute: Earth  
Level: 3  
ATK: 1,100  
DEF: 600  
Password: 67841515

**Description:** This wicked flower attacks with pollen projectiles.

### Barrel Rock



Type: Rock  
Attribute: Earth  
Level: 4  
ATK: 1,000  
DEF: 1,300  
Password: 10476868

**Description:** This Monster shoulders a pair of machine guns and is unstoppable.

### Basic Insect



Type: Insect  
Attribute: Earth  
Level: 2  
ATK: 500  
DEF: 700  
Password: 89091579

**Description:** It's usually found in swarms; this creature's ideal environment is the Forest.

### Bat



Type: Machine  
Attribute: Mind  
Level: 1  
ATK: 300  
DEF: 350  
Password: 72076281

**Description:** A mechanical bat that drops blasts from its wings.

### Battle Ox



Type: Beast-Warrior  
Attribute: Earth  
Level: 4  
ATK: 1,700  
DEF: 1,000  
Password: 05053103

**Description:** A Monster with tremendous power; it destroys enemies with a swing of its axe.

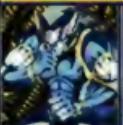
### Battle Steer



Type: Beast-Warrior  
Attribute: Earth  
Level: 5  
ATK: 1,800  
DEF: 1,300  
Password: 18246479

**Description:** A bull Monster often found in the woods; it charges enemy Monsters with a pair of deadly horns.

### Battle Warrior



Type: Warrior  
Attribute: Earth  
Level: 3  
ATK: 700  
DEF: 1,000  
Password: 55550921

**Description:** A warrior who fights with his bare hands.

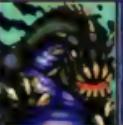
### Bazoo the Soul-Eater



Type: Beast/Effect  
Attribute: Earth  
Level: 4  
ATK: 1,600  
DEF: 900  
Password: 40133511

**Description:** You can remove up to three cards from your Graveyard. Your ATK increases until the end of your opponent's turn by 300 points for each card removed. This effect can only be used once during your turn.

### B. Dragon Jungle King



Type: Dragon  
Attribute: Earth  
Level: 8  
ATK: 2,100  
DEF: 1,800  
Password: 89832901

**Description:** A jet-black dragon found in the deepest jungles that normally devours trees.

### Beaked Snake



Type: Reptile  
Attribute: Earth  
Level: 3  
ATK: 800  
DEF: 900  
Password: 06103114

**Description:** This Monster wraps itself around an opponent and pecks away with its huge beak.

### Bean Soldier



Type: Plant  
Attribute: Earth  
Level: 4  
ATK: 1,400  
DEF: 1,300  
Password: 84990171

**Description:** A plant-warrior that attacks with seeds and sword.

### Beast Fangs



Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 46009906

**Description:** A Beast-Type Monster equipped with this card increases its ATK and DEF by 300 points.

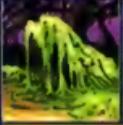
### Beast of Gilfer



Type: Fiend/Effect  
Attribute: Dark  
Level: 8  
ATK: 2,200  
DEF: 2,500  
Password: 50287600

**Description:** When this card is sent to the Graveyard, it can be treated as an Equip Magic Card and can be used to equip one Monster on the Field. The ATK of a Monster equipped with this card decreases by 500 points.

### Beastking of the Swamps



Type: Aqua/Effect  
Attribute: Water  
Level: 4  
ATK: 1,000  
DEF: 1,100  
Password: 99426834

**Description:** You can substitute this card for any one Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monster in the current Fusion.

### Beastly Mirror Ritual

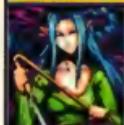


Type: Magic/Ritual  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: N/A

**Description:** This card is used to summon Fiend's Mirror. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the Field or your hand.



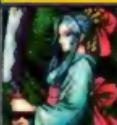
### Beautiful Beast Trainer



Type: Warrior  
Attribute: Earth  
Level: 3  
ATK: 1,750  
DEF: 1,300  
Password: 29616941

**Description:** A rare female beast-tamer with a very dangerous whip.

### Beautiful Headhunnress



Type: Warrior  
Attribute: Earth  
Level: 4  
ATK: 1,600  
DEF: 800  
Password: 16899564

**Description:** A vicious creature that has decapitated numerous enemy Monsters.

### Beaver Warrior



Type: Beast-Warrior  
Attribute: Earth  
Level: 4  
ATK: 1,200  
DEF: 1,500  
Password: 32452818

**Description:** What this creature lacks in size it makes up for in defense when battling in the prairie.

### Behegon



Type: Aqua  
Attribute: Water  
Level: 4  
ATK: 1,350  
DEF: 1,000  
Password: 94022093

**Description:** With a large mouth and massive teeth, this is one dangerous and strange sea snake.

### Bell of Destruction



Type: Trap  
Attribute: Trap  
Level: 3  
ATK: —  
DEF: —  
Password: 83555666

**Description:** Destroy one face-up Monster Card and inflict Direct Damage equal to the destroyed card's ATK to the Life Points of both you and your opponent.

### Berfomet



Type: Fiend/Effet  
Attribute: Dark  
Level: 3  
ATK: 1,400  
DEF: 1,800  
Password: 77207191

**Description:** When this card is summoned (excluding Special Summon), you can add one Gazelle the King of Mythical Beasts from your Deck to your hand.

### Beta The Magnet Warrior



Type: Rock  
Attribute: Earth  
Level: 4  
ATK: 1,700  
DEF: 1,600  
Password: 39256679

**Description:** Alpha, Beta, and Gamma meld as one to form a powerful Monster.

### Bickuribox



Type: Fiend/Fusion  
Attribute: Dark  
Level: 7  
ATK: 12,300  
DEF: 2,000  
Password: 25655502

**Description:** Grass Clown + Dream Clown

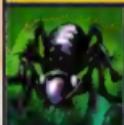
### Big Eye



Type: Fiend/Effet  
Attribute: Dark  
Level: 3  
ATK: 1,200  
DEF: 1,000  
Password: 16768387

**Description:** Flip Effect: See the five cards from the top of your Deck, arrange them in any order desired, and replace them on top of the Deck.

### Big Insect



Type: Insect  
Attribute: Earth  
Level: 4  
ATK: 1,200  
DEF: 1,300  
Password: 53606874

**Description:** A giant ant that dwells in the jungle, it is powerful whether attacking or defending.

### Big Shield Gardna



Type: Warrior/Effet  
Attribute: Earth  
Level: 4  
ATK: 1,000  
DEF: 2,600  
Password: 65240384

**Description:** When this card is face-down and targeted by a Magic Card whose effect targets only one Monster, the Magic Card is negated and this card is turned face-up in Defense Position. When this card is attacked, it is shifted to Attack Position following the Damage step.

### Binding Chain



Type: Fairy  
Attribute: Light  
Level: 3  
ATK: 1,000  
DEF: 1,100  
Password: 08058240

**Description:** The mystic links of this chain can rob enemies of their power.

**Bio-Mage**

Type: Fairy
Attribute: Light
Level: 3
ATK: 1,150
DEF: 1,000
Password: 58696829

**Description:** A mysterious priest created as a result of the latest advances in biotechnology.

**Bio Plant**

Type: Fiend
Attribute: Dark
Level: 1
ATK: 600
DEF: 1,300
Password: 07670542

**Description:** A Monster from a major accident in an underground lab.

**Bite Shoes**

Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 500
DEF: 300
Password: 50122883

**Description:** Flip Effect: Change the Attack or Defense Position of one face-up Monster on the Field. The card must remain face-up.

**Black Illusion Ritual**

Type: Magic/Ritual
Attribute: Magic
Level: 8
ATK: —
DEF: —
Password: 41426869

**Description:** This card is used to summon Relinquished. You must also offer Monsters whose total Star Levels equal 1 or more from the Field or your hand as a Tribute.

**Black Luster Ritual**

Type: Magic/Ritual
Attribute: Magic
Level: 8
ATK: —
DEF: —
Password: N/A

**Description:** This card is used to summon Black Luster Soldier. You must also offer Monsters whose total Star Levels equal 8 or more from the Field or your hand as a Tribute.

**Black Luster Soldier**

Type: Warrior/Ritual
Attribute: Earth
Level: 8
ATK: 3,000
DEF: 2,500
Password: N/A

**Description:** This Monster is summoned with the Ritual Magic Card, Black Luster Ritual. You must also offer Monsters whose total Star Levels equal 8 or more from the Field or your hand as Tribute.

**Black Pendant**

Type: Magic/Equip
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 65169794

**Description:** A Monster equipped with this card increases its ATK by 500 points. When this card is sent from the Field to the Graveyard, inflict 500 points of damage to your opponent's Life Points.

**Blackland Fire Dragon**

Type: Dragon
Attribute: Dark
Level: 4
ATK: 1,500
DEF: 800
Password: 87564352

**Description:** A dragon that dwells in the depths of darkness, its vulnerability lies in its poor eyesight.

**Bladefly**

Type: Insect/Effect
Attribute: Wind
Level: 1
ATK: 600
DEF: 700
Password: 28470714

**Description:** As long as this card remains face-up on the Field, increase the ATK of all Wind-Type Monsters by 500 points and decrease the ATK of all Earth-Type Monsters by 400 points.

**Blast Juggler**

Type: Machine/Effect
Attribute: Fire
Level: 3
ATK: 800
DEF: 900
Password: 70138455

**Description:** Offer this card as a Tribute during your Standby Phase if face-up to destroy two face-up Monsters with an ATK of 1,000 or less.

**Blind Destruction**

Type: Trap/Continuous
Attribute: Trap
Level: —
ATK: —
DEF: —
Password: 32015166

**Description:** During your Standby Phase, roll one die. Destroy any Monster whose level is equal to the number rolled. If the number rolled is six, destroy all Level 6 or higher Monsters.

**Block Attack**

Type: Magic
Attribute: Magic
Level: —
ATK: —
DEF: —
Password: 25880422

**Description:** Select one of your opponent's Monsters and shift it to Defense Position.

**Blocker**


Type:	Machine
Attribute:	Dark
Level:	4
ATK:	800
DEF:	1,800
Password:	34743446

**Description:** This Monster has several components that can be launched for formation attacks.

**Blue-Eyed Silver Zombie**


Type:	Zombie
Attribute:	Dark
Level:	5
ATK:	900
DEF:	700
Password:	35282433

**Description:** The beams from the eyes of this creature are said to turn enemies into zombies.

**Blue-Eyes Toon Dragon**


Type:	Dragon/Effect
Attribute:	Light
Level:	5
ATK:	3,000
DEF:	2,500
Password:	53185600

**Description:** This card cannot be summoned unless Toon World is on the field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this Monster attacks. When Toon World is destroyed, this card is also destroyed. If your opponent doesn't control a Toon monster on the field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon monster is on your opponent's side of the field, your attacks must target the Toon monster.

**Blue-Eyes Ultimate Dragon**


Type:	Dragon/Fusion
Attribute:	Light
Level:	12
ATK:	4,500
DEF:	3,800
Password:	N/A

**Description:** Blue-Eyes White Dragon + Blue-Eyes White Dragon + Blue-Eyes White Dragon.

**Blue-Eyes White Dragon**


Type:	Dragon
Attribute:	Light
Level:	8
ATK:	3,000
DEF:	2,500
Password:	80906030

**Description:** This legendary dragon is a powerful engine of destruction. It is virtually invincible; very few have faced this awesome creature and lived to tell the tale.

**Blue Medicine**


Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	20871001

**Description:** Increase both your and your opponent's Life Points by 400 points.

**Blue-Winged Crown**


Type:	Winged Beast
Attribute:	Wind
Level:	4
ATK:	1,800
DEF:	1,200
Password:	41396436

**Description:** With hair shaped like a crown and a body encased in bluish-white flames, this bird is a formidable sight.

**Boar Soldier**


Type:	Beast-Warrior/Effect
Attribute:	Earth
Level:	5
ATK:	2,000
DEF:	500
Password:	21340051

**Description:** This card can only be summoned by a Flip Summon. If summoned by a Normal Summon, the card is destroyed. If your opponent has one or more Monsters under his or her control, the ATK of this card is decreased by 1,000 points.

**Bolt Escargot**


Type:	Thunder
Attribute:	Water
Level:	5
ATK:	1,800
DEF:	1,500
Password:	12146024

**Description:** After rendering an opposite immobile by spitting a sticky goo, this Monster closes in for the attack.

**Bolt Penguin**

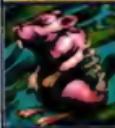

Type:	Thunder
Attribute:	Water
Level:	4
ATK:	1,100
DEF:	800
Password:	68517171

**Description:** Its arms form an electric whip, and this Monster paralyzes its enemies with electric shocks.

**Bombardment Beetle**


Type:	Insect/Effect
Attribute:	Mind
Level:	4
ATK:	400
DEF:	900
Password:	57409948

**Description:** Flip Effect: Flip one face-down Monster Card on your opponent's side of the Field face-up. If the flipped card is an Effect Monster Card, immediately destroy it without activating its effect. If the card is not an Effect Monster Card, return it to its original position.

**Bone Mouse**


Type:	Zombie
Attribute:	Dark
Level:	4
ATK:	800
DEF:	300
Password:	21239280

**Description:** A mouse that has returned as a zombie to seek revenge on cats.

**Boneheimer**

Type:	Aqua
Attribute:	Water
Level:	5
ATK:	1,000
DEF:	400
Password:	98456117

**Description:** This Monster wanders the seas, sucking dry any creatures it may encounter.

**Boo Koo**

Type:	Spelcaster
Attribute:	Dark
Level:	2
ATK:	650
DEF:	500
Password:	68963107

**Description:** A book-like wizard with a wealth of information written inside.

**Book of Secret Arts**

Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	91595718

**Description:** A Spelcaster-Type Monster equipped with this card increases its ATK and DEF by 300 points.

**Bottom Dweller**

Type:	Fish
Attribute:	Water
Level:	5
ATK:	1,650
DEF:	1,700
Password:	81386177

**Description:** This creature is one sea creature whose wrath is something Monsters fear to face.

**Boulder Tortoise**

Type:	Aqua
Attribute:	Water
Level:	6
ATK:	1,450
DEF:	2,200
Password:	09540040

**Description:** A stone turtle that is nearly indestructible.

**Bracchio-raidus**

Type:	Dinosaur/Fusion
Attribute:	Water
Level:	8
ATK:	2,200
DEF:	2,000
Password:	16507828

**Description:** Two-Headed King Rex + Crawling Dragon #2.

**Brave Scizzar**

Type:	Machine
Attribute:	Dark
Level:	4
ATK:	1,300
DEF:	1,000
Password:	74277583

**Description:** Armed with a mass of scissors, this Monster can clip an enemy into any desired shape and size.

**Breath of Light**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	20101223

**Description:** Destroys all Rock-Type Monsters on the Field.

**Bright Castle**

Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	82878489

**Description:** Increases the ATK of all Light Monsters by 700 points.

**B. Skull Dragon**

Type:	Dragon/Fusion
Attribute:	Dark
Level:	9
ATK:	3,200
DEF:	2,500
Password:	N/A

**Description:** Summon Skull + Red-Eyes B. Dragon

**Bubonic Vermin**

Type:	Beast/Effect
Attribute:	Earth
Level:	3
ATK:	900
DEF:	600
Password:	06104968

**Description:** Flip Effect: You can take one Bubonic Vermin card from your Deck and Special Summon it on the Field in face-down Defense Position. The Deck is then shuffled.

**Burglar**

Type:	Beast
Attribute:	Earth
Level:	3
ATK:	650
DEF:	800
Password:	06297941

**Description:** A wily thief armed with a huge left claw.

### Burning Land



Type:	Magic/Permanent
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	24294108

**Description:** Destroys all Field Magic Cards on the Field. In addition, both players take 500 points of Direct Damage during each of their respective Standby Phases.

### Call of the Dark



Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	78673713

**Description:** All Monsters restored with Monster Reborn are sent to the Graveyard. Monster Reborn also cannot be played as long as this card remains on the Field.

### Candle of Fate



Type:	Fiend
Attribute:	Dark
Level:	2
ATK:	600
DEF:	600
Password:	47695416

**Description:** Decides the fate of an opponent when the candle on its fingertip burns out.

### Card of Safe Return



Type:	Magic/Permanent
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	57953380

**Description:** You can draw one card from your Deck when a Monster is Special Summoned to the Field from your Graveyard.

### Burning Spear



Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	18937875

**Description:** A Fire Monster equipped with this card increases its ATK by 400 and decreases its DEF by 200 points.

### Call of the Grave



Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	16970158

**Description:** Deactivate the effect of Monster Reborn when your opponent plays it.

### Cannon Soldier



Type:	Machine/Effect
Attribute:	Dark
Level:	4
ATK:	1,400
DEF:	1,300
Password:	11384280

**Description:** Offer one Monster on your side of the Field as a Tribute to inflict 500 points of Direct Damage to your opponent's Life Points. Monsters used for a Tribute Summon that are offered as Tributes due to other cards' effects are excluded.

### Castle of Dark Illusions



Type:	Fiend/Effect
Attribute:	Dark
Level:	4
ATK:	920
DEF:	1,930
Password:	00962121

**Description:** FLIP: Increases the ATK and DEF of all Zombie-Type Monsters by 200 points. As long as this card remains face-up on the Field, the ATK and DEF of Zombie-Type Monsters continues to increase by 200 points during each of your Standby Phases. This effect continues until your 4th turn after the card is activated.

### Buster Blader



Type:	Warrior/Effect
Attribute:	Earth
Level:	7
ATK:	2,600
DEF:	2,300
Password:	78193831

**Description:** The ATK of this card increases by 500 points for every Dragon-Type Monster on your opponent's side of the Field and Graveyard.

### Call of The Haunted



Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	97077563

**Description:** Select one Monster from your Graveyard and Special Summon it in face-up Attack Position. When this card is destroyed or removed from the Field, the summoned Monster is destroyed. If the summoned Monster is destroyed, this card is also destroyed.

### Card Destruction



Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	97092473

**Description:** Both players must discard their entire hands and draw the same number of cards that they discarded from their respective Decks.

### Castle Walls



Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	44209392

**Description:** Increases a selected Monster's DEF by 500 points during the turn this card is activated.

**Catapult Turtle**

Type: Aqua/Effect  
Attribute: Water  
Level: 3  
ATK: 1,000  
DEF: 2,900  
Password: 95727991

**Description:** Offer one Monster on your side of the Field as a Tribute to inflict Direct Damage equal to half of the Tribute Monster's ATK to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other card's effects are excluded.

**Ceasefire**

Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 36468556

**Description:** Flip all face-down Monster Cards on the Field face-up [Flip Effects are not activated]. Inflict 500 points of Direct Damage to your opponent's Life Points for each Effect Monster Card on the Field.

**Celtic Guardian**

Type: Warrior  
Attribute: Earth  
Level: 4  
ATK: 1,400  
DEF: 1,200  
Password: 90101050

**Description:** An elf who learned to wield a sword, he baffles enemies with lightning-swift attacks.

**Ceremonial Bell**

Type: Spellcaster/Effect  
Attribute: Light  
Level: 3  
ATK: 0  
DEF: 1,850  
Password: 20228463

**Description:** As long as this card remains face-up on the Field, you and your opponent must show your hands to each other.

**Chain Destruction**

Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 01248895

**Description:** You can activate this card when a Monster with an ATK of 2,000 points or less is summoned [including Special Summon]. This Monster is not destroyed, but all Monster Cards of the same name in the summoning player's hand and Deck are destroyed. The summoning player's Deck is then shuffled.

**Chain Energy**

Type: Magic/Permanent  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 79323590

**Description:** As long as this card remains face-up on the Field, both you and your opponent must pay 500 Life Points per card to play or Set cards from your respective hands.

**Chakra**

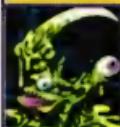
Type: Fiend/Ritual  
Attribute: Dark  
Level: 7  
ATK: 2,450  
DEF: 2,000  
Password: N/A

**Description:** This Monster is summoned with the Ritual Magic Card, Resurrection of Chakra. You must also offer Monsters whose total Star Levels equal 7 or more as a Tribute from the Field or your hand.

**Change of Heart**

Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 04031928

**Description:** Select and control one opposing Monster (regardless of position) on the Field until the end of your turn.

**Change Slime**

Type: Aqua  
Attribute: Water  
Level: 1  
ATK: 400  
DEF: 300  
Password: 18914778

**Description:** A slime that can morph and adopt the shape and size of any Monster it chooses.

**Charubin the Fire Knight**

Type: Pyro/Fusion  
Attribute: Fire  
Level: 3  
ATK: 1,100  
DEF: 800  
Password: 37421579

**Description:** Monster Egg + Hinotana Soul

**Chimera the Flying Mythical Beast**

Type: Beast/Fusion  
Attribute: Wind  
Level: 6  
ATK: 2,100  
DEF: 1,800  
Password: 04796100

**Description:** Gazzle the King of Mythical Beasts + Bermonet. When this card is destroyed, you can Special Summon either Gazzle the King of Mythical Beasts or Bermonet from your Graveyard, and place it on the Field face-up in either Attack or Defense position.

**Chorus of Sanctuary**

Type: Magic/Field  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 81380218

**Description:** Increases the DEF of all Defense Position Monsters by 500 points.

### Chosen One



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 21888494

**Description:** Select two cards including one Monster Card from your hand. Your opponent randomly selects one of the two cards. If the selected card is the Monster Card, place it on the Field as a Special Summon and send the remaining card to the Graveyard. If the selected card is not the Monster card, both cards are sent to the Graveyard.

### Cockroach Knight



Type: Insect/Effect  
Attribute: Earth  
Level: 3  
ATK: 600  
DEF: 900  
Password: 33413638

**Description:** When this card has been sent to the Graveyard, it is returned to the top of the Deck.

### Collected Power



Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 07565547

**Description:** You can take all Equip Cards on the Field and equip one selected Monster with them. If an Equip Card cannot be applied to the Monster, destroy the card.

### Copycat



Type: Spellcaster/Effect  
Attribute: Light  
Level: 1  
ATK: 0  
DEF: 0  
Password: 26376390

**Description:** When this card is summoned (including Special Summons) it adopts the original ATK and DEF of one opponent's Monster.

### Claw Reacher



Type: Fiend  
Attribute: Dark  
Level: 3  
ATK: 1,000  
DEF: 800  
Password: 41218256

**Description:** Stretching arms and razor-sharp claws make this Monster a formidable opponent.

### Cocoon of Evolution



Type: Insect/Effect  
Attribute: Earth  
Level: 3  
ATK: 0  
DEF: 2,000  
Password: N/A

**Description:** You may treat this card as an Equip Magic Card on a face-up Petit Moth on the Field. When equipped, the ATK and DEF of Petite Moth becomes the same as Cocoon of Evolution.

### Corroding Shark



Type: Fiend  
Attribute: Dark  
Level: 3  
ATK: 1,100  
DEF: 700  
Password: 34290067

**Description:** A zombie shark that can deliver its lethal curse with a spell.

### Clown Zombie



Type: Zombie  
Attribute: Dark  
Level: 2  
ATK: 1,350  
DEF: 0  
Password: 92667214

**Description:** A clown revived by the powers of darkness, its deadly dance has sent many Monsters to their graves.

### Cold Wave



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 60682203

**Description:** This card can only be activated at the start of Main Phase 1. Until your next turn, neither you nor your opponent can play or Set any Magic or Trap Cards.

### Confiscation



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 17375316

**Description:** Pay 1,000 Life Points to look at your opponent's hand. Select one card and discard it to the Graveyard.

### Commencement Dance



Type: Magic/Ritual  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: N/A

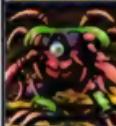
**Description:** This card is used to summon Performance of Sword. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the Field or your hand.

### Cosmo Queen



Type: Spellcaster  
Attribute: Dark  
Level: 8  
ATK: 2,900  
DEF: 2,450  
Password: N/A

**Description:** Queen of the galaxies and mistress of the stars.

**Crab Turtle**

Type: Aqua/Ritual  
Attribute: Water  
Level: 8  
ATK: 2,550  
DEF: 2,500  
Password: N/A

**Description:** This Monster can only be Ritual Summoned with the Ritual Magic Card Turtle Oath. You must also offer Monsters whose total Star Levels equal 8 or more as a Tribute from the Field or your hand.

**Cross Clown**

Type: Fiend/Effect  
Attribute: Dark  
Level: 4  
ATK: 1,350  
DEF: 1,400  
Password: 93889755

**Description:** When this card is changed from Defensive Position to Attack Position, return one Monster on your opponent's side of the Field to the owner's hand.

**Crawling Dragon**

Type: Dragon  
Attribute: Earth  
Level: 5  
ATK: 1,600  
DEF: 1,400  
Password: 67494157

**Description:** This weakened dragon can no longer fly, but is still a deadly force to be reckoned with.

**Crawling Dragon #2**

Type: Dinosaur  
Attribute: Earth  
Level: 4  
ATK: 1,600  
DEF: 1,200  
Password: 38289717

**Description:** A powerful dragon with teeth that can grind almost anything.

**Crazy Fish**

Type: Fish  
Attribute: Water  
Level: 4  
ATK: 1,600  
DEF: 1,200  
Password: 53713014

**Description:** A flying fish that attacks with its pointed head.

**Crimson Sentry**

Type: Warrior/Effect  
Attribute: Fire  
Level: 4  
ATK: 1,500  
DEF: 1,200  
Password: 28358902

**Description:** If this card is face-up, offer it as a Tribute to return one of your Monsters destroyed in battle this turn to the bottom of the Deck.

**Crimson Sunbird**

Type: Winged Beast/Fusion  
Attribute: Fire  
Level: 6  
ATK: 2,300  
DEF: 1,800  
Password: 46696593

**Description:** Faith Bird + Skill Red Bird.

**Crow Goblin**

Type: Winged Beast  
Attribute: Wind  
Level: 5  
ATK: 1,850  
DEF: 1,600  
Password: 77998771

**Description:** A clever long-nosed goblin, it is a force to be reckoned with.

**Crush Card**

Type: Trap  
Attribute: Trap/Effect  
Level: —  
ATK: —  
DEF: —  
Password: 57728570

**Description:** Offer one Dark Monster as a Tribute. Any opponent's Monster with an ATK of 1,500 or higher on the Field, in your opponent's hand, or drawn in the next three turns is automatically destroyed.

**Cure Mermaid**

Type: Fish/Effect  
Attribute: Water  
Level: 4  
ATK: 1,500  
DEF: 800  
Password: 85802526

**Description:** As long as this card remains face-up on the Field, you recover 800 Life Points at each of your Standby Phases.

**Curse of Dragon**

Type: Dragon  
Attribute: Dark  
Level: 5  
ATK: 2,000  
DEF: 1,500  
Password: 28279543

**Description:** A wicked dragon that taps into dark forces to execute a powerful attack.

**Curse of Fiend**

Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 1247047

**Description:** Changes the battle positions of all Attack Position Monsters on the Field to Defense Position and vice versa. These positions cannot be changed during the turn this card is activated except by the effect of a Magic, Trap or Effect Monster Card. You can activate this card only during your Standby Phase.



### Curse of the Masked Beast



Type: Magic/Ritual  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 94377247

**Description:** This card is used to summon The Masked Beast. You must also offer Monsters whose Star Levels equal 8 or more as a Tribute from the Field or your hand.

### Cyber Falcon



Type: Machine  
Attribute: Wind  
Level: 4  
ATK: 1,400  
DEF: 1,200  
Password: 30655537

**Description:** A jet-powered hawk that travels at the speed of sound.

### Cyber Saurus



Type: Machine/Fusion  
Attribute: Earth  
Level: 5  
ATK: 1,800  
DEF: 1,400  
Password: 89112729

**Description:** Blast Juggler + Two-Headed King Rex.

### Cyber Soldier of Darkworld



Type: Machine  
Attribute: Dark  
Level: 4  
ATK: 1,400  
DEF: 1,200  
Password: 75559356

**Description:** A mechanical soldier that won't stop attacking until all life readings have been extinguished.

### Curtain of the Dark Ones



Type: Spellcaster  
Attribute: Dark  
Level: 2  
ATK: 600  
DEF: 500  
Password: 22026707

**Description:** A curtain that a Spellcaster made, it is said to raise a dark power.

### Cyber Commander



Type: Machine  
Attribute: Dark  
Level: 2  
ATK: 750  
DEF: 700  
Password: 06400512

**Description:** A strike force equipped with rocket launchers and bazookas.

### Cyber Harpie



Type: Winged Beast/Effect  
Attribute: Wind  
Level: 4  
ATK: 1,800  
DEF: 1,300  
Password: 80316585

**Description:** This card is treated as Harpie Lady.

### Cyber Jar



Type: Rock/Effect  
Attribute: Dark  
Level: 3  
ATK: 900  
DEF: 900  
Password: 34124316

**Description:** Flip Effect: Destroy all Monsters on the Field (including this Monster). Both players then pick up (not draw) five cards from their respective Decks and show the cards to each other.

### Cyber Shield



Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 63224564

**Description:** Increases the ATK of either Harpie Lady or Harpie Lady Sisters by 500 points.

### Cyber Soldier



Type: Machine  
Attribute: Dark  
Level: 5  
ATK: 1,500  
DEF: 1,700  
Password: 44865098

**Description:** Guardian of the Machine Master, it crushes opposition by rolling over them.

### Cyber-Stein



Type: Machine/Effect  
Attribute: Dark  
Level: 2  
ATK: 700  
DEF: 500  
Password: 69015963

**Description:** At the cost of 5,000 of your own Life Points, you can Special Summon one Fusion Monster from your Fusion Deck in face-up Attack Position.

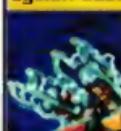
### Cyber-Tech Alligator



Type: Machine  
Attribute: Wind  
Level: 3  
ATK: 2,500  
DEF: 1,600  
Password: 48766543

**Description:** A winged dragon brought back to life by means of modern technology.



**Cyclon Laser**

Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 05494820

**Description:** This card can only be used to equip Gradient. If Gradient's ATK exceeds the DEF of the defending Monster when attacking a Monster in Defense Position, the difference is deducted from your opponent's Life Points.

**Dancing Elf**

Type: Fairy  
Attribute: Wind  
Level: 1  
ATK: 300  
DEF: 200  
Password: 59983499

**Description:** An elf that dances across the sky with wings of razor-sharp blades.

**Dancing Fairy**

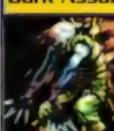
Type: Fairy/Effect  
Attribute: Wind  
Level: 4  
ATK: 1,700  
DEF: 1,000  
Password: 90925163

**Description:** As long as this card remains on the Field in face-up Defense Position, you gain 1,000 Life Points at each of your Standby Phases.

**Dark Artist**

Type: Fiend/Effect  
Attribute: Dark  
Level: 3  
ATK: 600  
DEF: 1,400  
Password: 72520073

**Description:** The DEF of this Monster is decreased by half when attacked by Light-Type Monsters.

**Dark Assailant**

Type: Zombie  
Attribute: Dark  
Level: 4  
ATK: 1,200  
DEF: 1,200  
Password: 41949033

**Description:** Armed with the Psycho Sword, this sinister assassin rules the bad land.

**Dark Bat**

Type: Winged Beast  
Attribute: Wind  
Level: 3  
ATK: 1,000  
DEF: 1,000  
Password: 67049542

**Description:** Bats from the Netherworld that use their hyper senses to detect their enemies.

**Dark Chimera**

Type: Fiend  
Attribute: Dark  
Level: 5  
ATK: 1,610  
DEF: 1,460  
Password: 32346688

**Description:** A fire-breathing Monster that dwells in the Netherworld.

**Dark Elf**

Type: Spellcaster/Effect  
Attribute: Dark  
Level: 3  
ATK: 1,000  
DEF: 800  
Password: 21417692

**Description:** This card requires 1,000 of your own Life Points to attack.

**Dark Energy**

Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 04614116

**Description:** A Fiend-Type Monster equipped with this card increases its ATK and DEF by 300 points.

**Dark-Eyes Illusionist**

Type: Spellcaster/Effect  
Attribute: Dark  
Level: 2  
ATK: 100  
DEF: 1,400  
Password: 38247752

**Description:** Flip Effect: As long as this card remains on the Field, one Monster cannot attack.

**Darkfire Dragon**

Type: Dragon/Fusion  
Attribute: Dark  
Level: 4  
ATK: 1,500  
DEF: 1,250  
Password: 17881964

**Description:** Firegrass + Petit Dragon

**Darkfire Soldier #1**

Type: Pyro  
Attribute: Fire  
Level: 4  
ATK: 1,700  
DEF: 1,150  
Password: 05388481

**Description:** An explosive expert from a special elite force.

### Darkfire Soldier #2



Type: Pyro  
Attribute: Fire  
Level: 4  
ATK: 1,700  
DEF: 1,100  
Password: 78861134

**Description:** A warrior who gained immeasurable power from the heart of a volcano.

### Dark Gray



Type: Beast  
Attribute: Earth  
Level: 3  
ATK: 800  
DEF: 900  
Password: 09159938

**Description:** Entirely gray, this beast has rarely been seen by mortal eyes.

### Dark Hole



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 53129443

**Description:** Destroys all Monsters on the Field.

### D. Human



Type: Warrior  
Attribute: Earth  
Level: 4  
ATK: 1,300  
DEF: 1,100  
Password: 81057959

**Description:** Gifted with the power of dragons, this warrior wields a sword created from a dragon's fang.

### Dark King of the Abyss



Type: Fiend  
Attribute: Dark  
Level: 5  
ATK: 1,200  
DEF: 800  
Password: 53375573

**Description:** It's said that this King of the Netherworld once had the power to rule over the dark.

### Dark Magic Curtain



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 99789342

**Description:** When this card is activated, you cannot summon any Monster in the same turn (including Flip Summon and Special Summon). You can Special Summon one Dark Magician from your Deck at the cost of half your Life Points.

### Dark Magic Ritual



Type: Magic/Ritual  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: N/A

**Description:** This card is used to summon Magician of Black Chaos. You must also offer Monsters whose total Star Levels equal 8 or more from the Field to your hand as a Tribute.

### Dark Magician



Type: Spellcaster  
Attribute: Dark  
Level: 7  
ATK: 2,500  
DEF: 2,100  
Password: 36996508

**Description:** The ultimate wizard in terms of attack and defense.

### Dark Magician Girl



Type: Spellcaster/Effect  
Attribute: Dark  
Level: 6  
ATK: 2,000  
DEF: 1,700  
Password: N/A

**Description:** This card's ATK increases by 300 points for every Dark Magician or Magician of Black Chaos in either player's Graveyard.

### Dark Necrofear



Type: Fiend/Effect  
Attribute: Dark  
Level: 8  
ATK: 2,200  
DEF: 2,800  
Password: 31829185

**Description:** Special Summon this card by removing three Fiend-Type Monsters from your Graveyard. When an opponent destroys this card, it is treated as an Equip Card. Equip one of your opponent's Monsters with this card. You control the Monster as long as it's equipped.

### Darkness Approaches



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 80168720

**Description:** Discard two cards from your hand. Select one face-up Monster and flip it face-down, but do not change its battle position.

### Dark-Piercing Light



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 45895206

**Description:** Flip all of your opponent's face-down Monster Cards on the Field face-up. The effect of the Monster activates at this time.



**Dark Plant**

Type: Plant  
Attribute: Dark  
Level: 3  
ATK: 800  
DEF: 400  
Password: 13193642

**Description:** This mutant flower draws its power from pollutants and the dark forces.

**Dark Prisoner**

Type: Fiend  
Attribute: Dark  
Level: 3  
ATK: 800  
DEF: 1,000  
Password: 89558090

**Description:** This Monster bends light to hide its image from the eyes of opponents.

**Dark Rabbit**

Type: Beast  
Attribute: Dark  
Level: 4  
ATK: 1,100  
DEF: 1,500  
Password: 99261403

**Description:** A cartoon rabbit that quickly leaps all over the place, making it a difficult target.

**Dark Sage**

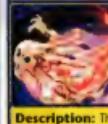
Type: Spellcaster/Effect  
Attribute: Dark  
Level: 4  
ATK: 2,800  
DEF: 3,200  
Password: 92377303

**Description:** When you activate the effect of Time Wizard and call it right, you summon this card from either your Deck by offering one Dark Magician as a Tribute. Then move one Magic Card from your Deck to your hand and shuffle your Deck.

**Dark Shade**

Type: Fiend  
Attribute: Wind  
Level: 3  
ATK: 1,000  
DEF: 1,000  
Password: 40196604

**Description:** A crystal Monster that unleashes a brilliant light to blind enemies.

**Dark Spirit of the Silent**

Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 93599951

**Description:** This card can only be activated during an opponent's Battle Step. You can negate the attack of one Monster and select another one of your opponent's face-up Monsters as the target. If the selected Monster is in Defense Position, change it to Attack Position.

**Dark Titan of Terror**

Type: Fiend  
Attribute: Dark  
Level: 4  
ATK: 1,300  
DEF: 1,100  
Password: 89498869

**Description:** A fiend said to dwell in the world of dreams, it attacks enemies in their sleep.

**Dark Witch**

Type: Fairy  
Attribute: Light  
Level: 3  
ATK: 1,800  
DEF: 1,700  
Password: 35565537

**Description:** A popular creature in mythology that delivers fatal attacks with a sharp spear.

**Darkworld Thorns**

Type: Plant  
Attribute: Earth  
Level: 3  
ATK: 1,200  
DEF: 900  
Password: 43500484

**Description:** A thorny plant found in the darklands that wraps itself around any unwary traveler.

**Dark Zebra**

Type: Beast/Effect  
Attribute: Earth  
Level: 4  
ATK: 1,800  
DEF: 400  
Password: 59784896

**Description:** If this is the only card in your control during your Standby Phase, it is automatically placed in Defense Position. You cannot change the position of this card during the same turn.

**Deal of Phantom**

Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 69122763

**Description:** Until the end of your turn, the ATK of one Monster increases by 100 points for each Monster in your Graveyard.

**Deepsea Shark**

Type: Fish/Fusion  
Attribute: Water  
Level: 5  
ATK: 1,900  
DEF: 1,600  
Password: 28593363

**Description:** Bottom Dweller + Tongyo.



### Deepsea Warrior



Type: Warrior/Effect  
Attribute: Water  
Level: 5  
ATK: 1,600  
DEF: 1,800  
Password: 24128274

**Description:** When Umi is face-up on the Field, this card is unaffected by any Magic Cards.

### De-Fusion



Type: Magic/Quick-Play  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 95286165

**Description:** Return one Fusion Monster Card on the Field to the Fusion Deck. If all the Fusion-Material Monsters for the returned Fusion Monster Card are in the Graveyard, they can be Special Summoned to the Field at this time.

### Delinquent Duo



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 44763025

**Description:** Pay 1,000 Life Points. Randomly select and discard one card from your opponent's hand. Your opponent then selects and discards another card from his or her hand.

### De-Spell



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 19159413

**Description:** Destroys one Magic Card on the Field. If this card's target is face-down, flip it up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

### Destiny Board



Type: Trap/Continuous  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 94212438

**Description:** At the end of each of your opponent's turns, play one Spirit Message card from your hand or your Deck (then reshuffle your Deck). If Spirit Message cards "I", "N", "R", and "L" are all on the Field in their proper order, you are declared the winner. If any of the cards are removed from the Field while constructing the message, they are all sent to your Graveyard.

### Destroyer Golem



Type: Rock  
Attribute: Earth  
Level: 4  
ATK: 1,500  
DEF: 1,000  
Password: 73481154

**Description:** A golem with a massive right hand for crushing its victims.

### Destruction Punch



Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 05616412

**Description:** When the ATK of your opponent's attacking Monster is lower than the DEF of any Defense Position Monster on your side of the Field, the attacking Monster is destroyed. Damage calculation is conducted normally.

### Dharma Cannon



Type: Machine  
Attribute: Dark  
Level: 2  
ATK: 900  
DEF: 500  
Password: 96967123

**Description:** A monstrous creature whose body is lined with cannons that never miss their targets.

### Dian Keto the Cure Master



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: N/A

**Description:** Increase your Life Points by 1,000.

### Dice Armadillo



Type: Machine  
Attribute: Earth  
Level: 5  
ATK: 1,650  
DEF: 1,800  
Password: 09893315

**Description:** An armadillo Monster that rolls up to form a dice-like shape.

### Big Beak



Type: Beast  
Attribute: Earth  
Level: 2  
ATK: 500  
DEF: 800  
Password: 20948642

**Description:** This creature rolls up its long, snake-like body and uses its beak to attack.

### Dimensional Warrior



Type: Warrior/Effect  
Attribute: Earth  
Level: 4  
ATK: 1,200  
DEF: 1,000  
Password: 37043180

**Description:** When this card Attacks or is attacked, both this card and the opposing Monster are removed from play and cannot return during the current Duel.



**Dimensionhole**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	22959079

**Description:** Remove one Monster on your side of the Field from play until your next Standby Phase. The card still counts toward the five-card Monster Zone limit.

**Disk Magician**

Type:	Machine
Attribute:	Dark
Level:	4
ATK:	1,350
DEF:	1,000
Password:	76446915

**Description:** This Monster hides in a saucer and only appears when executing an attack.

**Dissolverock**

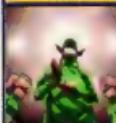
Type:	Rock
Attribute:	Earth
Level:	5
ATK:	900
DEF:	1,000
Password:	40826495

**Description:** A Monster born in the lava pits, it generates intense heat that can melt away its enemies.

**Djinn the Watcher of the Wind**

Type:	Spellcaster
Attribute:	Wind
Level:	3
ATK:	700
DEF:	900
Password:	97843505

**Description:** This creature generates gale-force winds and tornadoes to blow its enemies away.

**DNA Surgery**

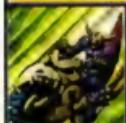
Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	74701381

**Description:** Select one Type of Monster. As long as this card remains on the Field, all face-up Monster Cards are treated as the Type selected.

**Dokuroizo the Grim Reaper**

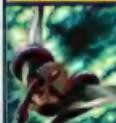
Type:	Zombie
Attribute:	Dark
Level:	3
ATK:	900
DEF:	1,200
Password:	25882881

**Description:** A messenger of doom that steals a soul with a single blow.

**Dokurorider**

Type:	Zombie/Ritual
Attribute:	Dark
Level:	8
ATK:	1,900
DEF:	1,850
Password:	N/A

**Description:** This Monster is summoned with the Ritual Magic Card, Revival of Dokurorider. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the Field or your hand.

**Dokuroyaiba**

Type:	Fiend
Attribute:	Fire
Level:	—
ATK:	1,000
DEF:	400
Password:	30325729

**Description:** A boomerang with brains that pursues a target to the ends of the earth.

**Doma The Angel of Silence**

Type:	Fairy
Attribute:	Dark
Level:	5
ATK:	1,600
DEF:	1,400
Password:	16972957

**Description:** This fairy rules over the end of existence.

**Doron**

Type:	Wurm
Attribute:	Earth
Level:	2
ATK:	900
DEF:	500
Password:	00756652

**Description:** This Monster splits in two and attacks from opposite sides.

**Dorover**

Type:	Aqua
Attribute:	Water
Level:	3
ATK:	900
DEF:	800
Password:	24194633

**Description:** This ugly Monster emits a highly poisonous gas.

**Dragon Capture Jar**

Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	50045299

**Description:** All Dragon-Type Monsters on the Field are switched to Defensive Position and remain in this position as long as this card is active.

### Dragoness the Wicked Knight



Type: Warrior/Fusion  
Attribute: Mind  
Level: 3  
ATK: 1,200  
DEF: 900  
Password: 70681994

**Description:** Armaill + One-Eyed Shield Dragon.

### Dragonic Attack



Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 32437102

**Description:** This card can only be used to equip Warrior-Type Monsters. The Monster is treated as Dragon-Type and both ATK and DEF are increased by 500 points.

### Dragon Piper



Type: Pyro/Effect  
Attribute: Fire  
Level: 3  
ATK: 200  
DEF: 1,800  
Password: 55763552

**Description:** Flip Effect: Destroys Dragon Capture Jar, and turns all face-up Dragon-Type Monsters to Attack Position.

### Dragon Seeker



Type: Fiend/Effect  
Attribute: Dark  
Level: 6  
ATK: 2,000  
DEF: 2,100  
Password: 28563545

**Description:** When this card is summoned to the Field (excluding Special Summon), one Dragon-Type Monster can be automatically destroyed.

### Dragon Statue



Type: Warrior  
Attribute: Earth  
Level: 3  
ATK: 1,100  
DEF: 900  
Password: 28563545

**Description:** A stone warrior with the heart of a dragon.

### Dragon Treasure



Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 01435851

**Description:** A Dragon-Type Monster equipped with this card increases its ATK and DEF by 300 points.

### Dragon Zombie



Type: Zombie  
Attribute: Dark  
Level: 3  
ATK: 1,600  
DEF: 0  
Password: 66672369

**Description:** A dragon revived by sorcery, its breath is highly corrosive.

### Dream Clown



Type: Warrior/Effect  
Attribute: Earth  
Level: 3  
ATK: 1,200  
DEF: 900  
Password: 13215230

**Description:** When this card is changed from Attack Position to Defense Position, select and destroy one Monster on your opponent's side of the Field.

### Drill Bug



Type: Insect/Effect  
Attribute: Earth  
Level: 2  
ATK: 1,100  
DEF: 200  
Password: 88733579

**Description:** When this card inflicts damage to your opponent's Life Points, you may take one Parasite Paracide card from your Deck, shuffle the Deck, and place Parasite Paracide face-down on top of the Deck.

### Driving Snow



Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 00473469

**Description:** You can activate this card when one or more of your Trap Cards are destroyed and sent from the Field to the Graveyard by a Card Effect your opponent controls. Destroy one Magic or Trap Card on the Field.

### Droll Bird



Type: Winged Beast  
Attribute: Wind  
Level: 2  
ATK: 600  
DEF: 500  
Password: 97973387

**Description:** A Monster that shocks its enemies with its massive beak and ear-piercing wails.

### Drooling Lizard



Type: Reptile  
Attribute: Earth  
Level: 3  
ATK: 900  
DEF: 800  
Password: 16353197

**Description:** A blood-sucking snake in human form that attacks any living being that passes nearby.

### Dryad



Type: Spellcaster  
Attribute: Earth  
Level: 4  
ATK: 1,200  
DEF: 1,400  
Password: 84916669

**Description:** A spirit of the Forest powered by the surrounding trees and wildlife.

### Dunames Dark Witch



Type: Fairy  
Attribute: Light  
Level: 4  
ATK: 1,800  
DEF: 1,050  
Password: 12493482

**Description:** Even when the odds are against this brave fairy, this Monster engages in battle and never runs away.

### Dungeon Worm



Type: Insect  
Attribute: Earth  
Level: 4  
ATK: 1,800  
DEF: 1,500  
Password: 51228280

**Description:** Hidden under the floors of a labyrinth, it swallows any who pass above.

### Dust Tornado



Type: Trap  
Attribute: Trap  
Level: 4  
ATK: 0  
DEF: 0  
Password: 60082869

**Description:** Destroy one Magic or Trap Card on your opponent's side of the Field. You can then Set one Magic or Trap Card from your hand. This card can only be activated if it is a Quick-Play Magic Card.

### Earthbound Spirit



Type: Fiend  
Attribute: Earth  
Level: 4  
ATK: 500  
DEF: 2,000  
Password: 67105242

**Description:** A vengeful creature formed by the spirits of fallen warriors; it drags any who dare approaches it into the deepest bowels of the earth.

### Earthshaker



Type: Trap  
Attribute: Trap  
Level: 4  
ATK: 0  
DEF: 0  
Password: 60866277

**Description:** Select two Monster Card attributes. Your opponent then selects one of the two attributes and destroys all face-up Monsters with that attribute on the Field.

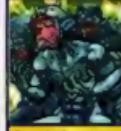
### Eatgaboon



Type: Trap  
Attribute: Trap  
Level: 4  
ATK: 0  
DEF: 0  
Password: 42578427

**Description:** If the ATK of a Monster summoned by your opponent (excluding Special Summon) is 500 points or less, the Monster is destroyed.

### Ekibyo Drakmord



Type: Magic/Equip  
Attribute: Magic  
Level: 4  
ATK: 0  
DEF: 0  
Password: 69954399

**Description:** A Monster equipped with this card cannot attack. The Monster is destroyed and this card is returned to the hand of its owner at the end of the second turn of the player controlling the Monster.

### Eldeen



Type: Spellcaster  
Attribute: Light  
Level: 5  
ATK: 950  
DEF: 1,000  
Password: 06367785

**Description:** The cane of this Monster is the source of many powerful spells.

### Electric Lizard



Type: Thunder/Effect  
Attribute: Earth  
Level: 3  
ATK: 850  
DEF: 800  
Password: 55875323

**Description:** A non-Zombie-type Monster attacking Electric Lizard cannot attack on its next turn.

### Electric Snake



Type: Thunder/Effect  
Attribute: Light  
Level: 3  
ATK: 800  
DEF: 900  
Password: 11324436

**Description:** When this card is sent directly from your hand to the Graveyard by your opponent's Card Effect, you can draw two cards from your Deck.

### Electro-Whip



Type: Magic/Equip  
Attribute: Magic  
Level: 4  
ATK: 0  
DEF: 0  
Password: 37820550

**Description:** A Thunder-type Monster equipped with this card increases its ATK and DEF by 300 points.

**Elegant Egotist**


Type: Magic  
Attribute: Magic  
Level: 4  
ATK: —  
DEF: —  
Password: 90219263

**Description:** When you have One or more Harpie Lady cards on the Field, you can Special Summon one Harpie Lady Sisters card from your hand or your Deck.

**Elf's Light**


Type: Magic/Equip  
Attribute: Magic  
Level: 4  
ATK: —  
DEF: —  
Password: 39897277

**Description:** A Light Monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

**Embryonic Beast**


Type: Fiend  
Attribute: Dark  
Level: 2  
ATK: 500  
DEF: 750  
Password: 64154377

**Description:** An imperfect Monster with a belly vortex that sucks in opponents of any size.

**Emperor of the Land and Sea**


Type: Reptile  
Attribute: Water  
Level: 5  
ATK: 1,800  
DEF: 1,500  
Password: 11250655

**Description:** A reptilian Monster that sprays fire in every direction.

**Empress Judge**


Type: Warrior/Fusion  
Attribute: Earth  
Level: 6  
ATK: 2,100  
DEF: 1,700  
Password: 15237615

**Description:** Queen's Double + Hibikime.

**Empress Mantis**


Type: Insect  
Attribute: Wind  
Level: 6  
ATK: 2,200  
DEF: 1,400  
Password: 58818411

**Description:** Queen of an army of giant mantises whose command moves legions.

**Enchanted Javelin**


Type: Trap  
Attribute: Trap  
Level: 4  
ATK: —  
DEF: —  
Password: 96355986

**Description:** When your opponent's Monster attacks, increase your Life Points by the attacking Monster's ATK points.

**Enchanting Mermaid**


Type: Fish  
Attribute: Water  
Level: 3  
ATK: 1,200  
DEF: 900  
Password: 75376965

**Description:** A beautiful mermaid that lures voyagers to a watery grave.

**Eradicating Aerosol**


Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 94716515

**Description:** Destroys all Insect-Type Monsters on the Field.

**Eternal Draught**


Type: Magic  
Attribute: Magic  
Level: 4  
ATK: —  
DEF: —  
Password: 56606928

**Description:** Destroys all Fish-Type Monsters on the Field.

**Eternal Rest**


Type: Magic  
Attribute: Magic  
Level: 4  
ATK: —  
DEF: —  
Password: 95051344

**Description:** Destroys all Monsters equipped with Equip Cards.

**Exchange**


Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 05556668

**Description:** Both players show their hands to each other. You both select one card from each other's hand and add it to your own. When sent to the Graveyard, the cards are placed in the Graveyard of the original owner.



**Exile of the Wicked**

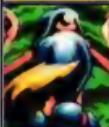
Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	26725158

**Description:** Destroys all face-up Fiend-Type Monsters on the Field.

**Exodia the Forbidden One**

Type:	Spellcaster/Effect
Attribute:	Dark
Level:	3
ATK:	1,000
DEF:	1,000
Password:	33396948

**Description:** An automatic victory can be declared by the player whose hand contains this card together with the Left Leg/Right Leg/Left Arm/Right Arm of the Forbidden One.

**Eyearmor**

Type:	Warrior
Attribute:	Earth
Level:	2
ATK:	600
DEF:	500
Password:	64511793

**Description:** This warrior transforms into various creatures to confuse enemies in battle.

**Fairy Box**

Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	21598948

**Description:** When an enemy Monster attacks, toss a coin and call heads or tails. If you call it right, the attacking Monster's ATK is reduced to 0. At each of your Standby Phases, pay 500 Life Points to keep this card in play. If you cannot do so, the card is destroyed.

**Fairy Dragon**

Type:	Dragon
Attribute:	Wind
Level:	4
ATK:	1,100
DEF:	1,200
Password:	20315854

**Description:** A beautiful and powerful Dragon fairy.

**Fairy Guardian**

Type:	Fairy/Effect
Attribute:	Wind
Level:	3
ATK:	1,000
DEF:	1,000
Password:	22419772

**Description:** If this card is face-up, offer it a Tribute to move one Magic Card destroyed by your opponent in this turn to the bottom of your Deck.

**Fairy Meteor Crush**

Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	97687912

**Description:** When your Monster equipped with this card attacks with an ATK that is higher than the DEF of your opponent's Defense Position Monster, inflict the difference as damage to your opponent's Life Points.

**Fairy of the Fountain**

Type:	Aqua
Attribute:	Water
Level:	3
ATK:	1,000
DEF:	1,100
Password:	81563416

**Description:** This fairy protects a fountain from any who seek to muddy its waters.

**Fairy's Gift**

Type:	Spellcaster
Attribute:	Light
Level:	3
ATK:	1,400
DEF:	1,000
Password:	68401546

**Description:** This flying Monster is known for delivering happiness to all.

**Fairywitch**

Type:	Spellcaster
Attribute:	Dark
Level:	3
ATK:	800
DEF:	1,000
Password:	37160778

**Description:** Though destined to be a fairy, this creature chose the way of the witch.

**Faith Bird**

Type:	Winged Beast
Attribute:	Wind
Level:	4
ATK:	1,500
DEF:	1,100
Password:	75582395

**Description:** This long-tailed bird blinds its enemies with mythical light.

**Feral Imp**

Type:	Fiend
Attribute:	Dark
Level:	4
ATK:	1,300
DEF:	1,400
Password:	41392891

**Description:** A playful little Fiend that lurks in the dark, waiting to attack an unwary enemy.

### Fiend Kraken



Type: Aqua  
Attribute: Water  
Level: 4  
ATK: 1,200  
DEF: 1,400  
Password: 77456781

**Description:** A giant squid that drags its enemies to a watery grave.

### Fiend Reflection #1



Type: Winged Beast  
Attribute: Wind  
Level: 4  
ATK: 1,300  
DEF: 1,400  
Password: 68870276

**Description:** This Monster can draw its enemies into mirror world that renders them helpless.

### Fiend Reflection #2



Type: Winged Beast  
Attribute: Light  
Level: 4  
ATK: 1,100  
DEF: 1,400  
Password: 02863439

**Description:** A bird-beast that summons reinforcements with a hand mirror.

### Fiend's Hand



Type: Zombie  
Attribute: Dark  
Level: 2  
ATK: 600  
DEF: 600  
Password: 52800428

**Description:** Arms that reach out from the Swamp of Chaos to drag down the unwary.

### Fiend's Mirror



Type: Fiend/Ritual  
Attribute: Dark  
Level: 6  
ATK: 2,100  
DEF: 1,800  
Password: N/A

**Description:** This Monster is summoned with the Ritual Magic Card, Beastly Mirror Ritual. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the Field or your hand.

### Fiend Sword



Type: Warrior  
Attribute: Dark  
Level: 4  
ATK: 1,400  
DEF: 800  
Password: 22855882

**Description:** Whoever resists the curse of this blade gains untold power.

### Final Destiny



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 18591904

**Description:** Discard five cards from your hand to destroy all the cards on the Field.

### Final Flame



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 731134081

**Description:** Decreases your opponent's Life Points by 600 points.

### Fire Eye



Type: Pyro  
Attribute: Fire  
Level: 1  
ATK: 800  
DEF: 600  
Password: 88435542

**Description:** An eye engulfed in flames that flaps its wings to create hot blasts of air.

### Firegrass



Type: Plant  
Attribute: Earth  
Level: 2  
ATK: 700  
DEF: 600  
Password: 53293545

**Description:** A fire-breathing plant found growing near volcanoes.

### Fire Kraken



Type: Aqua  
Attribute: Fire  
Level: 4  
ATK: 1,600  
DEF: 1,500  
Password: 46514755

**Description:** A squid that thrives on fire and heat.

### Fire Princess



Type: Pyro/Effect  
Attribute: Fire  
Level: 4  
ATK: 1,300  
DEF: 1,300  
Password: 94232646

**Description:** You can inflict 500 points of Direct Damage to your opponent's Life Points each time you recover your own Life Points.



**Fire Reaper**

Type:	Zombie
Attribute:	Dark
Level:	3
ATK:	700
DEF:	500
Password:	53581214

**Description:** A reaper with a flaming arrow that burns an enemy to a crisp.

**Fire Sorcerer**

Type:	Spellcaster/Effet
Attribute:	Fire
Level:	3
ATK:	1,000
DEF:	1,500
Password:	27132350

**Description:** Flip Effect: Randomly select two cards from your hand and remove them from play. Decrease your opponent's Life Points by 800 points.

**Firewing Pegasus**

Type:	Beast
Attribute:	Fire
Level:	6
ATK:	2,250
DEF:	1,800
Password:	N/A

**Description:** A heavenly stallion soaring through the skies on crimson wings.

**Firegarou**

Type:	Pyro
Attribute:	Fire
Level:	8
ATK:	1,300
DEF:	1,000
Password:	71407486

**Description:** A malevolent creature wrapped in flames that attacks enemies with intense fire.

**Fissure**

Type:	Magic
Attribute:	Magic
Level:	3
ATK:	—
DEF:	—
Password:	66788016

**Description:** Destroys one of your opponent's face-up Monster with the lowest ATK.

**Flame Cerebrus**

Type:	Pyro
Attribute:	Fire
Level:	6
ATK:	2,100
DEF:	1,800
Password:	60862676

**Description:** Known to many as the Burning Executioner, this Monster is capable of burning enemies to cinders.

**Flame Champion**

Type:	Pyro
Attribute:	Fire
Level:	5
ATK:	1,900
DEF:	1,300
Password:	42599677

**Description:** A warrior protected by a flaming shield that nullifies any attack.

**Flame Dancer**

Type:	Pyro
Attribute:	Fire
Level:	3
ATK:	350
DEF:	450
Password:	12883044

**Description:** This Monster moves while swinging its burning rope.

**Flame Ghost**

Type:	Zombie/Fusion
Attribute:	Dark
Level:	3
ATK:	1,000
DEF:	800
Password:	58528964

**Description:** Skull Servant + Dissolverock.

**Flame Manipulator**

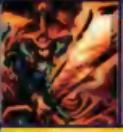
Type:	Spellcaster
Attribute:	Fire
Level:	3
ATK:	900
DEF:	1,000
Password:	34430851

**Description:** This Spellcaster attacks enemies with fire-related spells such as Sea of Flames and Wall of Fire.

**Flame Swordsman**

Type:	Warrior/Fusion
Attribute:	Fire
Level:	3
ATK:	1,800
DEF:	1,600
Password:	40502030

**Description:** Flame Manipulator + Masaki the Legendary Swordsman.

**Flame Viper**

Type:	Pyro
Attribute:	Earth
Level:	3
ATK:	450
DEF:	450
Password:	02830619

**Description:** A fire-breathing snake whose speed makes it a difficult target.



**Flash Assailant**


Type:	Wind/Effect
Attribute:	Dark
Level:	4
ATK:	2,000
DEF:	2,000
Password:	96890582

**Description:** Decrease the ATK and DEF of this card by 400 points for every card in your hand.

**Flower Wolf**


Type:	Beast/Fusion
Attribute:	Earth
Level:	5
ATK:	1,800
DEF:	1,400
Password:	95952802

**Description:** Silver Fang + Darkworld Thorns.

**Flying Fish**


Type:	Fish
Attribute:	Mind
Level:	4
ATK:	600
DEF:	500
Password:	31987274

**Description:** Three wishes are granted to those fortunate enough to see this Monster in flight.

**Flying Kamakiri #1**


Type:	Insect/Effect
Attribute:	Wind
Level:	4
ATK:	1,600
DEF:	900
Password:	84834865

**Description:** When this card is sent to the Graveyard as a result of battle, you may select 1 Wind-Type Monster with an ATK of 1,500 or less from your Deck and Special Summon it to the Field in face-up Attack Position (no Tribute is required for Monsters of Level 5 or more).

**Flying Kamakiri #2**


Type:	Insect
Attribute:	Mind
Level:	4
ATK:	1,500
DEF:	800
Password:	03134241

**Description:** A flying mantis that feeds primarily on insects.

**Flying Penguin**


Type:	Aqua
Attribute:	Water
Level:	4
ATK:	1,200
DEF:	1,000
Password:	05628232

**Description:** A very rare penguin that takes to the air with ears shaped like wings.

**Follow Wind**


Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	98252586

**Description:** A Winged Beast-Type Monster equipped with this card increases its ATK and DEF by 300 points.

**Forced Requisition**


Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	74923978

**Description:** You can activate this card when you discard from your hand. Every time you discard from your hand, your opponent must also discard the same number of cards from his or her hand.

**Forest**


Type:	Magic/Field
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	87430998

**Description:** Increases the ATK and DEF of all Insect, Beast, Plant, and Beast-Warrior-Type Monsters by 200 points.

**Fortress Whale**


Type:	Fish/Ritual
Attribute:	Water
Level:	7
ATK:	2,350
DEF:	2,150
Password:	N/A

**Description:** This Monster is summoned with the Ritual Magic Card, Fortress Whale's Oath. You must also offer Monsters whose total Star Levels equal 7 or more as a Tribute from the Field or your hand.

**Fortress Whale's Oath**


Type:	Magic/Ritual
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	N/A

**Description:** This card is used to Ritual Summon Fortress Whale. You must also offer Monsters whose total Star Levels equal 7 or more as a Tribute from the Field or your hand.

**Frenzied Panda**


Type:	Beast
Attribute:	Earth
Level:	4
ATK:	1,200
DEF:	1,000
Password:	98818516

**Description:** A savage beast that carries a big bamboo stick for beating down its enemies.

**Frog the Jam**

Type:	Aqua
Attribute:	Water
Level:	2
ATK:	700
DEF:	500
Password:	68638985

**Description:** A slime with the head of a frog, it attacks by croaking terribly.

**Fungi of the Musk**

Type:	Fiend
Attribute:	Dark
Level:	1
ATK:	400
DEF:	300
Password:	53810602

**Description:** Melts away anything that dares to stand before it.

**Fusion Gate**

Type:	Magic/Fiend
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	33550694

**Description:** As long as this card remains on the Field, a Fusion Monster can be summoned without using Polymerization. The Fusion-Material Monsters used in the Fusion are not placed in the Graveyard, but are removed from play.

**Fusionist**

Type:	Beast/Fusion
Attribute:	Earth
Level:	3
ATK:	900
DEF:	700
Password:	01641882

**Description:** Petit Angel + Mystical Sheep #2,

**Fusion Sage**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	26902560

**Description:** Take one Polymerization from your Deck and add it to your hand. The Deck is then shuffled.

**Gadget Soldier**

Type:	Machine
Attribute:	Fire
Level:	6
ATK:	1,800
DEF:	2,000
Password:	86281779

**Description:** A rust-free machine warrior born to battle.

**Gaia Power**

Type:	Magic/Fiend
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	56594520

**Description:** Increases the ATK of all Earth-Monsters by 500 points and decreases their DEF by 400 points.

**Gaia the Dragon Champion**

Type:	Dragon/Fusion
Attribute:	Wind
Level:	7
ATK:	2,600
DEF:	2,100
Password:	66889139

**Description:** Gaia the Fierce Knight + Curse of Dragon.

**Gaia The Fierce Knight**

Type:	Warrior
Attribute:	Earth
Level:	7
ATK:	2,100
DEF:	2,100
Password:	00603968

**Description:** A knight whose horse travels faster than the wind. His battle-charge is a force to be reckoned with.

**Gale Dogra**

Type:	Insect/Effect
Attribute:	Earth
Level:	2
ATK:	650
DEF:	600
Password:	16229315

**Description:** For the price of 3,000 Life Points, you can discard one Monster from your Fusion Deck to your Graveyard.

**Gamble**

Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	37311786

**Description:** You can activate this card when your opponent's hand has six or more cards and your hand contains two or fewer. Toss a coin and call it. If you call it right, draw until your hand has five cards. If you call it wrong, skip your turn.

**Gamma The Magnet Warrior**

Type:	Rock
Attribute:	Earth
Level:	4
ATK:	1,500
DEF:	1,800
Password:	11549357

**Description:** Alpha, Beta, and Gamma meld as one to form a powerful Monster.

**Ganigumo**


Type:	Insect
Attribute:	Earth
Level:	2
ATK:	600
DEF:	800
Password:	34536276

**Description:** A crab that binds its enemies with a sticky web and attacks them with its sharp claws.

**Garma Sword**


Type:	Warrior/Ritual
Attribute:	Dark
Level:	7
ATK:	2,350
DEF:	2,150
Password:	90844184

**Description:** This Monster is summoned with the Ritual-Magic Card, Garma Sword Oath. You must also offer Monsters whose total Star Levels equal 7 or more from the Field or your hand as a Tribute.

**Garma Sword Oath**


Type:	Magic/Ritual
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	78577570

**Description:** This card is used to summon Garma Sword. You must also offer Monsters whose Star Levels equal 7 or more as a Tribute from the Field or your hand.

**Garnecia Elefantis**


Type:	Beast-Warrior
Attribute:	Earth
Level:	7
ATK:	2,400
DEF:	2,000
Password:	49888191

**Description:** A Monster so heavy that each step rocks the earth.

**Garoozis**


Type:	Beast-Warrior
Attribute:	Fire
Level:	8
ATK:	3,800
DEF:	1,500
Password:	14977074

**Description:** An axe-swinging Beast-Warrior with the head of a dragon.

**Garuda the Wind Spirit**


Type:	Winged Beast/Effect
Attribute:	Wind
Level:	4
ATK:	1,600
DEF:	1,200
Password:	1280777

**Description:** Special Summon this card by removing one Wind-Type Monster from your Graveyard. You may change the Attack or Defense Position of one of your opponent's face-up Monster Cards at the end of your opponent's turn.

**Garvas**

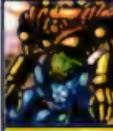

Type:	Beast
Attribute:	Earth
Level:	6
ATK:	2,900
DEF:	1,700
Password:	69780745

**Description:** A wicked beast that resembles a winged lion.

**Gate Deep**


Type:	Beast
Attribute:	Dark
Level:	1
ATK:	700
DEF:	800
Password:	49258578

**Description:** This weird Monster has a portal in its belly that brings reinforcements from the farthest reaches of the Netherworld.

**Gate Guardian**


Type:	Warrior/Effect
Attribute:	Dark
Level:	11
ATK:	3,300
DEF:	3,400
Password:	25833572

**Description:** This card can only be Special Summoned by offering Sanga of the Thunder, Kazejin, and Sujin on your side of the Field as a Tribute.

**Gatekeeper**


Type:	Machine
Attribute:	Dark
Level:	8
ATK:	1,500
DEF:	1,800
Password:	19737320

**Description:** An indestructible machine created for the sole purpose of protecting entrances.

**Gazelle the King of Mythical Beasts**


Type:	Beast
Attribute:	Earth
Level:	11
ATK:	3,500
DEF:	1,200
Password:	05818798

**Description:** This Monster moves so fast that it looks like an illusion to mortal eyes.

**Gearfried the Iron Knight**


Type:	Warrior/Effect
Attribute:	Earth
Level:	8
ATK:	3,800
DEF:	1,600
Password:	00423705

**Description:** Any Equip Card this card is equipped with is automatically destroyed.

**Gemini Elf**

Type:	Spellcaster
Attribute:	Earth
Level:	4
ATK:	1,900
DEF:	900
Password:	69140098

**Description:** Elf twins that alternate their attacks.

**Genin**

Type:	Spellcaster
Attribute:	Light
Level:	3
ATK:	600
DEF:	900
Password:	49370026

**Description:** A creature that defeats its enemies using sleight-of-hand.

**Germ Infection**

Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	24668830

**Description:** The ATK of a non-Machine-Type Monster equipped with this card is decreased by 300 points at each of its Standby Phases.

**Ghoul with an Appetite**

Type:	Zombie
Attribute:	Dark
Level:	4
ATK:	1,600
DEF:	1,200
Password:	95265975

**Description:** A Monster with a very big appetite that has never been satisfied.

**Giant Flea**

Type:	Insect
Attribute:	Earth
Level:	4
ATK:	1,500
DEF:	1,200
Password:	41762634

**Description:** A massive flea that feeds on the blood of its enemies.

**Giant Germ**

Type:	Fiend/Effect
Attribute:	Dark
Level:	2
ATK:	1,000
DEF:	100
Password:	95178994

**Description:** When this card is sent to the Graveyard as a result of battle, inflict 500 points of Direct Damage to your opponent's Life Points. You can also take cards of the same name from your Deck and Special Summon them to the Field in face-up Attack Position. The Deck is then shuffled.

**Giant Mech-Soldier**

Type:	Machine
Attribute:	Earth
Level:	6
ATK:	1,750
DEF:	1,900
Password:	72299832

**Description:** This Monster swings an earth-shaking axe that cannot be blocked by a common sword.

**Giant Rat**

Type:	Beast/Effect
Attribute:	Earth
Level:	4
ATK:	1,400
DEF:	1,450
Password:	97017120

**Description:** When this card is sent to the Graveyard as a result of battle, you may select one Earth-Type Monster with an ATK of 1,500 or less from your Deck and Special Summon it to the Field in face-up Attack Position. (no Tribute is required for Monsters of Level 5 or higher).

**Giant Red Seasnake**

Type:	Aqua
Attribute:	Water
Level:	4
ATK:	1,800
DEF:	800
Password:	58831685

**Description:** A sea-dwelling snake that attacks passing enemies with its sharp teeth.

**Giant Scorpion of the Tundra**

Type:	Insect
Attribute:	Earth
Level:	8
ATK:	1,100
DEF:	1,000
Password:	41403766

**Description:** An extraordinary blue scorpion found in the tundra, not in the desert.

**Giant Soldier of Stone**

Type:	Rock
Attribute:	Earth
Level:	3
ATK:	1,300
DEF:	2,000
Password:	13039848

**Description:** A giant warrior made of stone. A punch from this creature has earth-shaking results.

**Giant Trunade**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	42703248

**Description:** Return all Magic and Trap Cards on the Field to the respective owner's hands.



**Giant Turtle Who Feeds on Flames**


Type:	Aqua
Attribute:	Water
Level:	5
ATK:	1,400
DEF:	1,800
Password:	96981563

**Description:** A crimson-shelled tortoise that feeds on flames.

**Gift of The Mystical Elf**


Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	98299011

**Description:** Increase your Life Points by 300 points for each Monster on the Field, regardless of position.

**Giganto**


Type:	Machine
Attribute:	Dark
Level:	5
ATK:	1,700
DEF:	1,800
Password:	33621868

**Description:** A massive Monster that swings a huge steel ball to destroy anything in its path.

**Giga-tech Wolf**


Type:	Machine
Attribute:	Fire
Level:	4
ATK:	1,200
DEF:	1,400
Password:	08471389

**Description:** An iron wolf with razor-sharp fangs that can penetrate any armor.

**Gilasaurus**


Type:	Dinosaur/Effect
Attribute:	Earth
Level:	4
ATK:	1,400
DEF:	400
Password:	45894482

**Description:** You may treat the Normal Summon of this Monster as a Special Summon. If you select Special Summon, your opponent may select a Monster Card from his or her Graveyard and Special Summon the Monster to the Field.

**Giltia the D. Knight**


Type:	Warrior/Fusion
Attribute:	Light
Level:	5
ATK:	1,850
DEF:	1,500
Password:	51858629

**Description:** Guardian of the Labyrinth + Protector of the Throne.

**Girochin Kuwagata**


Type:	Insect
Attribute:	Wind
Level:	4
ATK:	1,700
DEF:	1,000
Password:	84620194

**Description:** Despite its small size, this Monster has powerful jaws that can rip metal to shreds.

**Goblin Attack Force**


Type:	Warrior/Effect
Attribute:	Earth
Level:	4
ATK:	2,100
DEF:	0
Password:	78658564

**Description:** When this card attacks, it is changed to defensive position at the end of the Battle Phase. This position cannot be changed during your next turn.

**Goblin Fan**


Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	04149689

**Description:** As long as this card remains face-up on the Field, all Flip Summoned Monsters of Level 2 or lower are immediately destroyed without their effects being activated.

**Goblin's Secret Remedy**


Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	11868825

**Description:** Increases your Life Points by 600 points.

**Goddess of Whim**


Type:	Fairy/Effect
Attribute:	Light
Level:	4
ATK:	950
DEF:	700
Password:	67959180

**Description:** Toss a coin and call heads or tails. Call it right and this card's ATK will be doubled during this turn. Call it wrong and the ATK will be halved during this turn.

**Goddess with the Third Eye**


Type:	Fairy/Effect
Attribute:	Light
Level:	4
ATK:	1,200
DEF:	900
Password:	53493204

**Description:** You can substitute this card for any one Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monsters on the current Fusion.

**Gokibore**

Type: Insect  
Attribute: Earth  
Level: 4  
ATK: 1,200  
DEF: 1,400  
Password: 15367030

**Description:** A large, spherical roach that attacks its enemies by rolling over them.

**Golgoil**

Type: Machine  
Attribute: Earth  
Level: 4  
ATK: 900  
DEF: 1,600  
Password: 07526150

**Description:** An iron giant that appears from a dimensional rift.

**Gorgon Egg**

Type: Fiend  
Attribute: Dark  
Level: 4  
ATK: 1,600  
DEF: 1,300  
Password: 11793047

**Description:** The Gorgon Egg's massive eyes are said to reflect the fate of its enemies.

**Graceful Charity**

Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 79571449

**Description:** Draw three cards from your Deck, then discard any two cards from your hand.

**Graceful Dice**

Type: Magic/Quick-Play  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 74137509

**Description:** Roll a die. The result is multiplied by 100 points and added to the ATK and DEF of all the Monsters you control until the end of the turn.

**Gradius**

Type: Machine  
Attribute: Light  
Level: 4  
ATK: 1,200  
DEF: 800  
Password: 10992251

**Description:** A high-performance jet fighter with power capsules for variable attack capabilities.

**Grand Tiki Elder**

Type: Fiend  
Attribute: Dark  
Level: 4  
ATK: 1,500  
DEF: 800  
Password: 13676474

**Description:** A masked Monster that wields the most deadly of curses.

**Grappler**

Type: Reptile  
Attribute: Water  
Level: 4  
ATK: 1,300  
DEF: 1,200  
Password: 02906250

**Description:** A devious snake with a thick body that wraps around an enemy Monster and squeezes the life out of it.

**Gravedigger Ghoul**

Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 82542267

**Description:** Select two Monster Cards from your opponent's Graveyard. These Monster Cards are eliminated from play for the remainder of the Duel.

**Gravekeeper's Servant**

Type: Magic/Permanent  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 16762927

**Description:** Each time your opponent attacks with a Monster, the opponent must send one card from the top of his or her Deck to the Graveyard.

**Graverobber**

Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 61705417

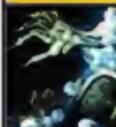
**Description:** You can take one Magic Card from your opponent's Graveyard. If it is your turn and you activate it, you take 2,000 points of Direct Damage. If it is your opponent's turn, you cannot activate it.

**Graverobber's Retribution**

Type: Trap/Continuous  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 33737664

**Description:** During each of your Standby Phases, your opponent's loses 100 Life Points for each Monster Card that has been removed from play.



**Graveyard and the Hand of Invitation**


Type: Zombie  
Attribute: Dark  
Level: 3  
ATK: 700  
DEF: 900  
Password: 27094595

**Description:** A Graveyard that serves as a power source for zombies.

**Great Mammoth of Goldfine**


Type: Zombie/Fusion  
Attribute: Dark  
Level: 6  
ATK: 2,200  
DEF: 1,800  
Password: 54622031

**Description:** The Snake Hair + Dragon Zombie.

**Greenkappa**


Type: Warrior/Effect  
Attribute: Dark  
Level: 3  
ATK: 650  
DEF: 900  
Password: 61831093

**Description:** Flip Effect: Select two face-down Magic or Trap Cards on the Field and destroy them.

**Griggle**


Type: Plant/Effect  
Attribute: Earth  
Level: 1  
ATK: 350  
DEF: 300  
Password: 95744531

**Description:** When this card is face-up on the Field and control shifts to your opponent, you gain 3,000 Life Points. This effect can only be used once as long as this card remains face-up on the Field.

**Gravity Bind**


Type: Trap/Continuous  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 85742772

**Description:** All Monsters of Level 4 or higher cannot attack. Their positions may still be changed.

**Great Moth**


Type: Insect/Effect  
Attribute: Earth  
Level: 8  
ATK: 2,600  
DEF: 2,500  
Password: 14141448

**Description:** This Monster can only be Special Summoned by offering Petit Moth as a Tribute on your fourth turn after Petit Moth has been equipped with Cocoon of Evolution.

**Green Phantom King**


Type: Plant  
Attribute: Earth  
Level: 3  
ATK: 900  
DEF: 1,600  
Password: 22910685

**Description:** The youthful king of the Forests lives in a green world, abundant with trees and wildlife.

**Ground Attacker Bugroth**


Type: Machine  
Attribute: Earth  
Level: 4  
ATK: 1,500  
DEF: 1,000  
Password: 58314394

**Description:** A surface battle robot that was once used for sea warfare.

**Great Bill**


Type: Beast  
Attribute: Earth  
Level: 4  
ATK: 1,250  
DEF: 1,300  
Password: 55691901

**Description:** This beast has a mouth that will swallow anything.

**Great White**


Type: Fish  
Attribute: Water  
Level: 4  
ATK: 1,600  
DEF: 800  
Password: 13429800

**Description:** A giant white shark with razor-sharp teeth.

**Grifore**

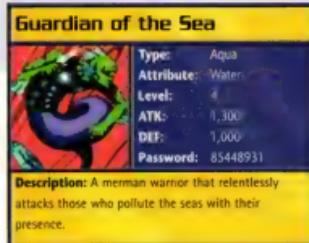

Type: Beast  
Attribute: Earth  
Level: 4  
ATK: 1,200  
DEF: 1,500  
Password: 53829412

**Description:** This Monster's tough hide deflects almost any attack.

**Ground Collapse**


Type: Magic/Permanent  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 90502999

**Description:** Select two Monster Card Zones on the Field (you cannot select a zone occupied by a Monster Card). The selected zones cannot be used as long as this card remains face-up on the Field.



**Hard Armor**


Type:	Warrior
Attribute:	Earth
Level:	3
ATK:	300
DEF:	1,200
Password:	20060230

**Description:** A living suit of armor that attacks enemies with a bone-jarring tackle.

**Harpie's Brother**


Type:	Winged Beast
Attribute:	Wind
Level:	4
ATK:	1,800
DEF:	600
Password:	3053290

**Description:** With eyes like a hawk and a flying speed exceeding Mach 5, this Monster is a master of the sky.

**Hayabusa Knight**


Type:	Warrior/Effect
Attribute:	Earth
Level:	3
ATK:	1,300
DEF:	700
Password:	21015833

**Description:** This Monster can attack twice during the same Battle Phase.

**Hercules Beetle**


Type:	Insect
Attribute:	Earth
Level:	5
ATK:	1,500
DEF:	2,000
Password:	52584282

**Description:** A massive beetle with a tough carapace and a dangerous horn.

**Harpie Lady**


Type:	Winged Beast
Attribute:	Wind
Level:	4
ATK:	1,300
DEF:	1,400
Password:	76812113

**Description:** This human-shaped animal with wings is beautiful to watch but deadly in battle.

**Harpie Lady Sisters**


Type:	Winged Beast/Effect
Attribute:	Wind
Level:	6
ATK:	1,950
DEF:	2,100
Password:	12206212

**Description:** This Monster can only be Special Summoned with the Magic Card Elegant Egolist.

**Harpie's Feather Duster**


Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	18144506

**Description:** Destroys all your opponent's Magic and Trap Cards on the Field.

**Harpie's Pet Dragon**


Type:	Dragon/Effect
Attribute:	Wind
Level:	7
ATK:	2,900
DEF:	2,500
Password:	52040216

**Description:** Increases the ATK and DEF of this card by 300 points for each face-up Harpie Lady on the Field.

**Headless Knight**


Type:	Fiend
Attribute:	Earth
Level:	4
ATK:	1,800
DEF:	1,700
Password:	05434080

**Description:** A haunted spirit of a falsely accused knight who wanders in search of truth and justice.

**Heavy Storm**


Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	19613556

**Description:** Destroys all Magic and Trap Cards on the Field.

**Hero of the East**


Type:	Warrior
Attribute:	Earth
Level:	3
ATK:	1,100
DEF:	1,000
Password:	89987208

**Description:** A sword-swinging samurai from the Far East.

**Hibikirne**


Type:	Warrior
Attribute:	Earth
Level:	4
ATK:	1,450
DEF:	1,000
Password:	64501875

**Description:** Confuses enemy Monsters with a noise that is harsh to the ears.

**High Tide Gyojin**

Type: Aqua  
Attribute: Water  
Level: 4  
ATK: 1,650  
DEF: 1,300  
Password: 54579801

**Description:** A very agile half-fish warrior known for its relentless attacks.

**Hinotama**

Type: Magic  
Attribute: Magic  
Level: 1  
ATK: —  
DEF: —  
Password: 46130346

**Description:** Decreases your opponent's Life Points by 500 points.

**Hinotama Soul**

Type: Pyro  
Attribute: Fire  
Level: 7  
ATK: 1,800  
DEF: 500  
Password: 96851799

**Description:** An intensely hot flame creature that rams anything standing in its way.

**Hiro's Shadow Scout**

Type: Fiend/Effect  
Attribute: Dark  
Level: 2  
ATK: 650  
DEF: 500  
Password: 81863068

**Description:** Flip Effect: Your opponent draws three cards. Both players check the cards; any Magic Cards among them must be immediately discarded to the Graveyard.

**Hitodenchak**

Type: Aqua  
Attribute: Water  
Level: 1  
ATK: 680  
DEF: 700  
Password: 46718686

**Description:** A rabid starfish that spits a lethal acid that can melt almost anything.

**Hitotsu-Me Giant**

Type: Beast-Warrior  
Attribute: Earth  
Level: 9  
ATK: 1,200  
DEF: 1,000  
Password: 76184692

**Description:** A one-eyed behemoth with thick, powerful arms made for delivering punishing blows.

**Holograph**

Type: Machine  
Attribute: Earth  
Level: 3  
ATK: 1,100  
DEF: 700  
Password: 10859908

**Description:** This machine generates illusions that leave an enemy wide open to attacks.

**Horn Imp**

Type: Fiend  
Attribute: Dark  
Level: 4  
ATK: 1,300  
DEF: 1,000  
Password: 69669405

**Description:** A small Fiend that dwells in the dark, its single horn makes it a formidable opponent.

**Horn of Heaven**

Type: Trap/Counter  
Attribute: Trap  
Level: 6  
ATK: —  
DEF: —  
Password: 98069388

**Description:** Offer one of your own Monsters on the Field as a Tribute to negate the summon (including Special Summon) of a Monster and destroy it.

**Horn of Light**

Type: Magic/Equip  
Attribute: Magic  
Level: 1  
ATK: —  
DEF: —  
Password: 38552107

**Description:** A Monster equipped with this card increases its DEF by 800 points. When this card is sent to the Field to the Graveyard, you can pay 500 Life Points to place it on top of your Deck.

**Horn of the Unicorn**

Type: Magic/Equip  
Attribute: Magic  
Level: 1  
ATK: —  
DEF: —  
Password: 64047146

**Description:** A Monster equipped with this card increases its ATK and DEF by 700 points. When this card is sent from the Field to the Graveyard, it returns to the top of your Deck.

**Hoshininger**

Type: Fairy/Effect  
Attribute: Light  
Level: 2  
ATK: 500  
DEF: 700  
Password: 67629977

**Description:** As long as this card remains face-up on the Field, increase the ATK of all LIGHT Monsters by 500 points and decrease the ATK of all DARK Monsters by 400 points.



### Hourglass of Courage



Type:	Fairy/Effect
Attribute:	Light
Level:	4
ATK:	1,100
DEF:	1,200
Password:	43530283

**Description:** For three turns (including your opponent's) after the summon of this card (including Flip Summon) the ATK and DEF of this Monster is halved. After that, both ATK and DEF are doubled for the remainder of the Duel.

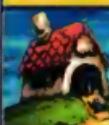
### Hourglass of Life



Type:	Fairy
Attribute:	Light
Level:	2
ATK:	700
DEF:	600
Password:	08783685

**Description:** This creature grants power instead of shortening life.

### House of Adhesive Tape



Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	15083728

**Description:** If the DEF of a Monster summoned by your opponent (excluding Special Summon) is 500 points or less, the Monster is destroyed.

### Humanoid Slime



Type:	Aqua
Attribute:	Water
Level:	4
ATK:	800
DEF:	2,000
Password:	46821314

**Description:** This slime apparently has some human genes in its genetic makeup.

### Humanoid Worm Drake



Type:	Aqua/Fusion
Attribute:	Water
Level:	7
ATK:	2,200
DEF:	2,000
Password:	05600127

**Description:** Worm Drake + Humanoid Slime.

### Hungry Burger



Type:	Warrior/Ritual
Attribute:	Dark
Level:	6
ATK:	2,900
DEF:	1,850
Password:	N/A

**Description:** This Monster can only be Ritual Summoned with the Ritual Magic Card Hamburger Recipe. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the Field or your hand.

### Hunter Spider



Type:	Insect
Attribute:	Earth
Level:	8
ATK:	1,600
DEF:	1,400
Password:	80141480

**Description:** This Monster feeds on whatever it catches in its web.

### Hurricall



Type:	Spellcaster
Attribute:	Wind
Level:	2
ATK:	900
DEF:	200
Password:	15042735

**Description:** A tornado that ravages the wastelands with sharp winds that can cut to the bone.

### Hyo



Type:	Warrior
Attribute:	Water
Level:	3
ATK:	800
DEF:	1,200
Password:	38982356

**Description:** None can survive the cold touch of this sub-zero warrior.

### Hyosub



Type:	Aqua
Attribute:	Water
Level:	4
ATK:	1,500
DEF:	900
Password:	02118022

**Description:** This amphibian is strong on the attack, but leaves much to be desired when defending.

### Hyozanryu



Type:	Dragon
Attribute:	Light
Level:	7
ATK:	2,100
DEF:	2,800
Password:	62397231

**Description:** A Dragon created from a massive diamond that sparkles with blinding light.

### Hysteric Fairy



Type:	Fairy/Effect
Attribute:	Light
Level:	4
ATK:	1,800
DEF:	500
Password:	21297224

**Description:** Offer two Monsters from your side of the Field as a Tribute to recover 1,000 Life Points.

**Ice Water**

Type:	Aqua
Attribute:	Water
Level:	5
ATK:	1,150
DEF:	900
Password:	20848593

**Description:** A very aggressive mermaid that attacks enemies with the spikes growing from its body.

**Illusionist Faceless Mage**

Type:	Spelcaster
Attribute:	Dark
Level:	5
ATK:	1,200
DEF:	2,200
Password:	28546905

**Description:** Manipulates enemy attacks with the power of illusion.

**III Witch**

Type:	Spelcaster
Attribute:	Light
Level:	5
ATK:	1,600
DEF:	1,500
Password:	81686058

**Description:** This Monster blasts enemies with unexpected bursts of wind.

**Imperial Order**

Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	61740673

**Description:** As long as this card remains face-up on the Field, it negates the effects of all Magic Cards. Pay 700 Life Points during each of your Standby Phases. If you cannot, this card is destroyed.

**Infinite Cards**

Type:	Magic/Permanent
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	94163677

**Description:** As long as this card remains face-up on the Field, there is no limit to the number of cards in either player's hand.

**Infinite Dismissal**

Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	54109233

**Description:** All Monsters of Level 3 or lower that are summoned to the Field during this turn (excluding Special Summon) are destroyed at the End Phase of the turn.

**Insect Armor with Laser Cannon**

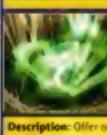
Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	03492538

**Description:** An Insect-Type Monster equipped with this card increases its ATK by 700 points.

**Insect Barrier**

Type:	Magic/Permanent
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	23615409

**Description:** Your opponent's Insect-Type Monsters cannot attack as long as this card remains face-up on the Field.

**Insect Imitation**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	96963364

**Description:** Offer one Monster on your side of the Field as Tribute. Select one Insect-Type Monster from your Deck that is one level higher than the Tribute Monster and Special Summon it on the Field in face-up Attack Position or face-down Defense Position. The Deck is then shuffled.

**Insect Queen**

Type:	Insect/Effect
Attribute:	Earth
Level:	7
ATK:	2,200
DEF:	2,400
Password:	91512835

**Description:** This card cannot attack unless you offer one of your Monsters on the Field as a Tribute. The ATK of this card increases by 200 points for each Insect-Type Monster on the Field. When this card destroys an enemy Monster, you can place an Insect Monster Token [face-up Attack Position/Insect-Type] EARTH1/Star1/ATK 100/DEF 100] on the Field at the end of your turn.

**Insect Soldiers of the Sky**

Type:	Insect/Effect
Attribute:	Wind
Level:	5
ATK:	1,000
DEF:	800
Password:	07019529

**Description:** The ATK of this card increases by 1,000 points whenever it attacks a Wind-Type creature.

**Inspection**

Type:	Magic/Permanent
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	16227556

**Description:** During your opponent's Standby Phase, you can randomly select one card in your opponent's hand and look at it for the price of 500 Life Points.



**Invader from Another Dimension**


Type: Fiend  
Attribute: Dark  
Level: 4  
ATK: 900  
DEF: 1,400  
Password: 28450915

**Description:** An extraterrestrial Monster that came from a distant galaxy.

**Invader of the Throne**

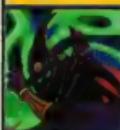

Type: Warrior/Effect  
Attribute: Earth  
Level: 4  
ATK: 1,350  
DEF: 1,700  
Password: 03056267

**Description:** Flip Effect: Select one opponent's Monster and switch control of it with this card. This effect cannot be activated during the Battle Phase.

**Invigoration**


Type: Magic/Equip  
Attribute: Magic  
Level: 4  
ATK: —  
DEF: —  
Password: 98374133

**Description:** An Earth Monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

**Invitation to a Dark Sleep**


Type: Spellcaster/Effect  
Attribute: Dark  
Level: 5  
ATK: 1,500  
DEF: 1,800  
Password: 52675689

**Description:** When this Monster is summoned (excluding Special Summon), select one of your opponent's Monsters. As long as this card remains face-up on the Field, the Monster selected cannot attack.

**Island Turtle**


Type: Aqua  
Attribute: Water  
Level: 4  
ATK: 1,100  
DEF: 2,000  
Password: 04042268

**Description:** A huge turtle that is often mistaken for an island.

**Jam Breeding Machine**


Type: Magic/Permanent  
Attribute: Magic  
Level: 4  
ATK: —  
DEF: —  
Password: 21770260

**Description:** At each of your Standby Phases, Special Summon one Slime Token [face-up Attack Position/Aqua-Type/Water], Level 1/ATK: 500/Def: 500 to your side of the Field. As long as this card remains on the Field, you cannot summon any other Monster (including Flip Summon and Special Summon).

**Jam Defender**


Type: Trap/Continuous  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 21558682

**Description:** When one of your opponent's Monsters attacks your own and you have Revival Jam face-up on the Field, you may designate Revival Jam as the new target of attack.

**Jar of Greed**

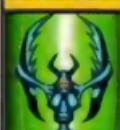

Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 83968380

**Description:** Draw one card from your Deck.

**Javelin Beetle**


Type: Insect/Ritual  
Attribute: Earth  
Level: 5  
ATK: 2,450  
DEF: 2,350  
Password: N/A

**Description:** This Monster is summoned with the Ritual Magic Card, Javelin Beetle Pact. You must also offer Monsters whose total Star Levels equal 8 or more from the Field or your hand as a Tribute.

**Javelin Beetle Pact**


Type: Magic/Ritual  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: N/A

**Description:** This card is used to summon Javelin Beetle. You must also offer Monsters whose Star Levels equal 8 or more as a Tribute from the Field or your hand.

**Jellyfish**


Type: Aqua  
Attribute: Water  
Level: 4  
ATK: 1,200  
DEF: 1,500  
Password: 14851496

**Description:** An almost invisible, semi-transparent jellyfish that drifts in the sea.

**Jigen Bakudan**


Type: Pyro/Effect  
Attribute: Fire  
Level: 2  
ATK: 200  
DEF: 1,000  
Password: 90020065

**Description:** Flip Effect: After this card is flipped, offer it as a Tribute during your Standby Phase to destroy all Monsters on your side of the Field and inflict Direct Damage equal to half of the total ATK of the destroyed cards (excluding this Monster) to your opponent's Life Points.

**Jinzo**

Type:	Machine/Effect
Attribute:	Dark
Level:	6
ATK:	2,400
DEF:	1,500
Password:	77585513

**Description:** As long as this card remains face-up on the Field, all Trap Cards cannot be activated. The effects of all face-up Trap Cards are also negated.

**Jinzo #7**

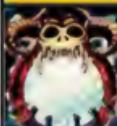
Type:	Machine/Effect
Attribute:	Dark
Level:	2
ATK:	500
DEF:	400
Password:	52809211

**Description:** This Monster may attack your opponent's Life Points directly.

**Jirai Gumo**

Type:	Inset/Effect
Attribute:	Earth
Level:	4
ATK:	2,200
DEF:	100
Password:	94773007

**Description:** When you attack with this card, toss a coin and call it. If you call it right, attack normally. If you call it wrong, reduce your Life Points by half before attacking.

**Job-Change Mirror**

Type:	Fairy
Attribute:	Dark
Level:	3
ATK:	800
DEF:	1,300
Password:	55337539

**Description:** A wicked mirror that blocks off the damaging effects of an attack.

**Jowgen the Spiritualist**

Type:	Spells/Effect
Attribute:	Light
Level:	3
ATK:	200
DEF:	1,300
Password:	41855169

**Description:** If you randomly discard one card from your hand to the Graveyard, you can destroy all Special Summoned Monsters on the Field. No Monsters can be Special Summoned as long as this card remains on the Field.

**Judge Man**

Type:	Warrior
Attribute:	Earth
Level:	6
ATK:	2,200
DEF:	1,500
Password:	30115682

**Description:** This club-wielding warrior battles to the end and never surrenders.

**Just Desserts**

Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	74068493

**Description:** Inflicts 500 points of Direct Damage to your opponent's Life Points for each Monster your opponent has on the Field.

**Kagemusha of the Blue Flame**

Type:	Warrior
Attribute:	Earth
Level:	2
ATK:	800
DEF:	400
Password:	15401633

**Description:** Serving as a double for the Ruler of the Blue Flame. He's a master swordsman who wields a fine blade.

**Kageningen**

Type:	Warrior
Attribute:	Dark
Level:	2
ATK:	800
DEF:	600
Password:	K866K990

**Description:** Uses both its physical and shadow forms to attack, making it a difficult Monster to overcome.

**Kairyu-Shin**

Type:	Sea Serpent
Attribute:	Water
Level:	5
ATK:	1,800
DEF:	1,500
Password:	76634149

**Description:** A sea dragon known as the King of the Ocean, it attacks its enemies with huge tidal waves.

**Kaiser Dragon**

Type:	Dragon/Fusion
Attribute:	Light
Level:	7
ATK:	2,300
DEF:	2,000
Password:	94566432

**Description:** Winged Dragon, Guardian of the Fortress #1 + Fairy Dragon.

**Kamakiriman**

Type:	Inset
Attribute:	Earth
Level:	4
ATK:	1,150
DEF:	1,400
Password:	68928540

**Description:** A man-shaped mantis with two razor-sharp scythes.



### Kaminari Attack



Type: Thunder/Fusion  
Attribute: Wind  
Level: 5  
ATK: 1,900  
DEF: 1,400  
Password: 09653271

**Description:** Ocubeam + Mega Thunderball.

### Kaminarikozou



Type: Thunder  
Attribute: Wind  
Level: 2  
ATK: 700  
DEF: 600  
Password: 15510988

**Description:** This Monster stores electricity within its body, unleashing it with lethal effect.

### Kamionwizard



Type: Spellcaster/Fusion  
Attribute: Dark  
Level: 4  
ATK: 1,300  
DEF: 1,100  
Password: 41544074

**Description:** Mystical Elf + Curtain of the Dark Ones.

### Kanan the Swordmistress



Type: Warrior  
Attribute: Earth  
Level: 4  
ATK: 1,400  
DEF: 1,400  
Password: 12829151

**Description:** A lady warrior armed with sword and shield, she floats like a butterfly and stings like a bee.

### Kanikabuto



Type: Aqua  
Attribute: Water  
Level: 3  
ATK: 650  
DEF: 900  
Password: 84103702

**Description:** A Monster crab with huge claws for clipping enemies to little pieces.

### Kappa Avenger



Type: Aqua  
Attribute: Water  
Level: 3  
ATK: 1,200  
DEF: 900  
Password: 48109103

**Description:** An amphibian that sold its soul for unlimited power to avenge its late friend.

### Karate Man



Type: Warrior/Effect  
Attribute: Earth  
Level: 3  
ATK: 1,000  
DEF: 1,000  
Password: 23289281

**Description:** Once per turn, the original ATK of this card can be doubled. When this effect is applied, the card is immediately destroyed at the end of the turn.

### Karbonala Warrior



Type: Warrior/Fusion  
Attribute: Earth  
Level: 4  
ATK: 1,300  
DEF: 1,200  
Password: 54541900

**Description:** M-Warrior #1 + M-Warrior #2.

### Kattapillar



Type: Insect  
Attribute: Earth  
Level: 1  
ATK: 0  
DEF: 100  
Password: 81179446

**Description:** Attacks enemies by spitting thin, sticky webs.

### Kazejin



Type: Spellcaster/Effect  
Attribute: Wind  
Level: 7  
ATK: 2,000  
DEF: 2,200  
Password: N/A

**Description:** Reduce the ATK of an opponent's Monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

### Key Mace



Type: Fairy  
Attribute: Light  
Level: 1  
ATK: 400  
DEF: 300  
Password: 01929294

**Description:** A small fairy with a cute appearance that melts the heart of its enemies.

### Key Mace #2



Type: Fiend  
Attribute: Dark  
Level: 4  
ATK: 1,600  
DEF: 1,200  
Password: 20541432

**Description:** The power of this Monster lies in its ability to suppress the good and bring out the bad in any Monster.



**Killer Needle**

Type:	Insect
Attribute:	Wind
Level:	4
ATK:	1,200
DEF:	1,000
Password:	88979991

**Description:** A huge bee with exceptional strength that's particularly dangerous in a swarm.

**King Fog**

Type:	Fiend
Attribute:	Dark
Level:	3
ATK:	1,000
DEF:	900
Password:	84686841

**Description:** A fiend that dwells in a blinding curtain of smoke.

**King of Yamimakai**

Type:	Fiend
Attribute:	Dark
Level:	5
ATK:	2,000
DEF:	1,530
Password:	69455834

**Description:** Wields the power of darkness to destroy its enemies.

**Kiseita**

Type:	Fiend/Effect
Attribute:	Dark
Level:	2
ATK:	300
DEF:	800
Password:	04266839

**Description:** When your opponent's Monster attacks this card in face-down Defense Position, the attacking Monster is equipped with this card (damage calculations are canceled). Treat this card as an Equip Magic Card. During each of your opponent's Standby Phases, increase your Life Points by half of the ATK of the Monster equipped with this card.

**Kojikocy**

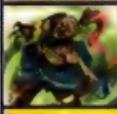
Type:	Warrior
Attribute:	Earth
Level:	4
ATK:	1,500
DEF:	1,200
Password:	01184620

**Description:** A man-hunter with powerful arms that can crush boulders.

**Korogashi**

Type:	Insect
Attribute:	Earth
Level:	2
ATK:	550
DEF:	400
Password:	32569498

**Description:** This Monster rolls a massive hunk of manure to crush its opponent.

**Kotodama**

Type:	Fairy/Effect
Attribute:	Earth
Level:	3
ATK:	0
DEF:	1,600
Password:	19406822

**Description:** As long as this card remains face-up on the Field, Monsters of the same name cannot exist on the Field at the same time (face-down cards not included). If the same card as this is summoned in a later turn, then that card is destroyed iff two of these cards are played at the same time, both cards are destroyed.

**Koumori Dragon**

Type:	Dragon
Attribute:	Dark
Level:	6
ATK:	1,500
DEF:	1,200
Password:	67724379

**Description:** A vicious, fire-breathing dragon whose wicked flame corrupts the souls of its victims.

**Krokodilus**

Type:	Reptile
Attribute:	Water
Level:	4
ATK:	1,100
DEF:	1,200
Password:	76512652

**Description:** A vicious crocodile with great intelligence.

**Kumootoko**

Type:	Insect
Attribute:	Earth
Level:	3
ATK:	700
DEF:	1,400
Password:	56283725

**Description:** A massive, intelligent spider that traps enemies with webbing.

**Kunai with Chain**

Type:	Trap/Equip
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	37390589

**Description:** You can shift an opponent's Monster in Attack Position to Defense Position. In addition, you can increase the ATK of one of your own Monsters by 500 points.

**Kurama**

Type:	Winged Beast
Attribute:	Wind
Level:	5
ATK:	800
DEF:	800
Password:	85705804

**Description:** A vicious bird that attacks from the skies with its whip-like tail.

**Kuriboh**


Type:	Fiend/Effect
Attribute:	Dark
Level:	4
ATK:	100
DEF:	200
Password:	40640057

**Description:** Discard this card from your hand to the Graveyard to reduce to 0 the damage inflicted on your Life Points by one opponent's Monster. This effect must be activated during your opponent's Battle Phase.

**Kuwagata A**


Type:	Insect
Attribute:	Earth
Level:	4
ATK:	1,250
DEF:	1,000
Password:	60802233

**Description:** A very vicious stag beetle that goes for the head.

**Kwagar Hercules**


Type:	Insect/Fusion
Attribute:	Earth
Level:	6
ATK:	1,900
DEF:	1,700
Password:	9514493

**Description:** Kuwagata A + Hercules Beetle.

**Kycoo the Ghost Destroyer**


Type:	Spellcaster/Effect
Attribute:	Dark
Level:	4
ATK:	1,800
DEF:	700
Password:	88240808

**Description:** Each time this card inflicts damage to your opponent's Life Points, you can remove from play two cards in your opponent's Graveyard. In addition, your opponent cannot remove any cards in a Graveyard from play as long as this card remains on the Field.

**Labyrinth Tank**


Type:	Machine/Fusion
Attribute:	Dark
Level:	7
ATK:	2,400
DEF:	2,400
Password:	99551425

**Description:** Giga-tech Wolf + Cannon Soldier.

**Labyrinth Wall**


Type:	Rock
Attribute:	Earth
Level:	8
ATK:	0
DEF:	3,000
Password:	N/A

**Description:** These walls form a labyrinth with no exit for enemies.

**Lady Assailant of Flames**


Type:	Pyro/Effect
Attribute:	Fire
Level:	4
ATK:	1,500
DEF:	1,000
Password:	90147755

**Description:** Flip Effect: Remove three cards from your Deck from play. Decrease your opponent's Life Points by 800 points.

**Lady of Faith**


Type:	Spellcaster
Attribute:	Light
Level:	3
ATK:	1,100
DEF:	800
Password:	17358176

**Description:** Soothes the souls of others by chanting a mysterious spell.

**Lady Panther**


Type:	Beast-Warrior/Effect
Attribute:	Earth
Level:	4
ATK:	1,400
DEF:	1,300
Password:	38405590

**Description:** If this card is face-up, offer it as a Tribute to return one of your Monsters destroyed in battle this turn to the top of your Deck.

**La Jinn the Mystical Genie of the Lamp**


Type:	Fiend
Attribute:	Dark
Level:	4
ATK:	1,800
DEF:	1,000
Password:	97590747

**Description:** A genie of the lamp that's at the beck and call of its master.

**LaLa Li-oon**


Type:	Thunder
Attribute:	Mind
Level:	2
ATK:	600
DEF:	600
Password:	09430387

**Description:** An electric cloud creature, its acid rain makes it very dangerous.

**LaMoon**


Type:	Spellcaster
Attribute:	Light
Level:	3
ATK:	1,200
DEF:	1,700
Password:	75850803

**Description:** A sorceress that draws its powers from the lunar landscape.

**Larvae Moth**

Type: Insect/Effect  
Attribute: Earth  
Level: 1  
ATK: 400  
DEF: 400  
Password: N/A

**Description:** This Monster can only be Special Summoned by offering Petit Moth as a Tribute on your second turn after Petit Moth has been equipped with Cocoon of Evolution.

**Larvas**

Type: Beast  
Attribute: Earth  
Level: 1  
ATK: 800  
DEF: 1,000  
Password: 94675535

**Description:** A fast-moving, bird-like creature that strangles opposing Monsters with its long, thin arms.

**Laser Cannon Armor**

Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 77007920

**Description:** An Insect-Type Monster equipped with this card increases its ATK by 300 points.

**Last Day of Witch**

Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 90330453

**Description:** Destroys all face-up Spellcaster-Type Monsters on the Field.

**Laughing Flower**

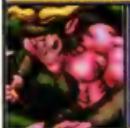
Type: Plant  
Attribute: Earth  
Level: 1  
ATK: 500  
DEF: 500  
Password: 42591472

**Description:** A flower whose laugh can confuse the minds of enemies.

**Launcher Spider**

Type: Machine  
Attribute: Fire  
Level: 2  
ATK: 2,200  
DEF: 2,500  
Password: 80703020

**Description:** A mechanical spider with rocket launchers capable of random fire.

**Lava Battleguard**

Type: Warrior/Effect  
Attribute: Earth  
Level: 3  
ATK: 1,550  
DEF: 1,800  
Password: 20394040

**Description:** Increase the ATK of this card by 500 points for each face-up Swamp Battleguard on your side of the Field.

**Left Arm of the Forbidden One**

Type: Spellcaster  
Attribute: Dark  
Level: —  
ATK: 200  
DEF: 300  
Password: 07902349

**Description:** A forbidden left arm sealed by magic. Whosoever breaks this seal will know infinite power.

**Left Leg of the Forbidden One**

Type: Spellcaster  
Attribute: Dark  
Level: —  
ATK: 200  
DEF: 300  
Password: 44519536

**Description:** A forbidden left leg sealed by magic. Whosoever breaks this seal will know infinite power.

**Legendary Sword**

Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 61854111

**Description:** A Warrior-Type Monster equipped with this card increases its ATK and DEF by 300 points.

**Leghul**

Type: Insect/Effect  
Attribute: Earth  
Level: 1  
ATK: 500  
DEF: 350  
Password: 12472242

**Description:** This Monster may attack your opponent's Life Points directly.

**Leogun**

Type: Beast  
Attribute: Earth  
Level: 3  
ATK: 1,750  
DEF: 1,550  
Password: 10538007

**Description:** Huge Monster with a lion's mane similar to the King of Beasts.

**Leo Wizard**


Type:	Spells/Trap
Attribute:	Earth
Level:	5
ATK:	1,350
DEF:	1,200
Password:	04392470

**Description:** A wizard with a black mantle who is actually a talking lion in disguise.

**Lesser Dragon**


Type:	Dragon
Attribute:	Wind
Level:	4
ATK:	1,200
DEF:	1,000
Password:	55444629

**Description:** A minor dragon incapable of breathing fire.

**Lightforce Sword**


Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	49587034

**Description:** Select one card at random from your opponent's hand. Keep it face-down and place it outside of the Field. During your opponent's fourth turn, the card is returned to his hand in the Standby Phase.

**Lightning Blade**


Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	55226821

**Description:** This card can only be used to equip Warrior-Type Monsters. Increases the ATK of the equipped Monster by 800 points and decreases the ATK of all Water Monsters by 500 points.

**Lightning Conger**


Type:	Thunder
Attribute:	Water
Level:	7
ATK:	150
DEF:	750
Password:	27671321

**Description:** This massive eel generates huge charges of electricity and unleashes them as thunderbolts.

**Light of Intervention**


Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	62867251

**Description:** Monster Cards cannot be played face-down. Monsters Set in Defense Position are played face-up on the Field and are considered summoned.

**Limiter Removal**


Type:	Magic/Quick-Play
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	23717610

**Description:** Doubles the ATK of all Machine-Type Monsters on your side of the Field. At the end of this turn, all Machine-Type Monsters on your side of the Field are destroyed.

**Liquid Beast**


Type:	Aqua
Attribute:	Water
Level:	3
ATK:	950
DEF:	800
Password:	93108297

**Description:** A liquid life form that thrives on water.

**Lisark**


Type:	Beast
Attribute:	Earth
Level:	4
ATK:	1,300
DEF:	1,300
Password:	55210709

**Description:** A creature with sapphire eyes that mesmerizes and confuses enemies.

**Little Chimera**

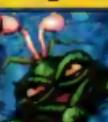

Type:	Beast/Effect
Attribute:	Fire
Level:	2
ATK:	600
DEF:	550
Password:	68658728

**Description:** As long as this card remains face-up on the Field, increase the ATK of all Fire-Type Monsters by 500 points and decrease the ATK of all Water-Type Monsters by 400 points.

**Little O**


Type:	Dinosaur
Attribute:	Earth
Level:	4
ATK:	1,100
DEF:	700
Password:	42625254

**Description:** A tyrannosaurus offspring with a vicious disposition.

**Living Vase**


Type:	Plant
Attribute:	Earth
Level:	4
ATK:	1,000
DEF:	1,000
Password:	34320307

**Description:** A living vase that bites enemies and blinds them with a blast of pollen from its flower.

**Lord of the Lamp**

Type:	Fiend
Attribute:	Dark
Level:	4
ATK:	1,400
DEF:	1,200
Password:	99510761

**Description:** A giant that appears from a mystic lamp and follows the orders of the lamp's owner.

**Lord of Zemia**

Type:	Fiend
Attribute:	Dark
Level:	4
ATK:	1,300
DEF:	1,000
Password:	81616817

**Description:** A wicked entity that manipulates enemies towards a path of destruction.

**Lucky Trinket**

Type:	Spellslinger
Attribute:	Light
Level:	2
ATK:	600
DEF:	600
Password:	03985011

**Description:** This creature may look slim and weak, but it's protected by a mystical force.

**Luminous Spark**

Type:	Magic/Field
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	81777047

**Description:** Increases the ATK of all LIGHT Monsters by 500 points and decreases their DEF by 400 points.

**Lunar Queen Elzaim**

Type:	Fairy
Attribute:	Light
Level:	3
ATK:	750
DEF:	1,100
Password:	62210247

**Description:** A lovely creature guarded by the moon, her lunar curtain can block just about any attack.

**Mabarrel**

Type:	Fiend
Attribute:	Dark
Level:	5
ATK:	1,700
DEF:	1,400
Password:	98795934

**Description:** This cannon-like creature fires eyeballs so fast they can't be seen.

**Machine Attacker**

Type:	Machine
Attribute:	Earth
Level:	5
ATK:	1,600
DEF:	1,300
Password:	38116136

**Description:** This machine, created to lead charges into enemy territory, mows down enemies by rushing.

**Machine Conversion Factory**

Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	25769732

**Description:** A Machine-Type Monster equipped with this card increases its ATK and DEF by 300 points.

**Machine King**

Type:	Machine/Effect
Attribute:	Earth
Level:	6
ATK:	2,200
DEF:	2,000
Password:	4670124

**Description:** Increase the ATK of this card by 100 points for each face-up Machine-Type Monster on the Field.

**Mad Sword Beast**

Type:	Dinosaur/Effect
Attribute:	Earth
Level:	4
ATK:	1,400
DEF:	1,200
Password:	79870141

**Description:** When this card attacks with an ATK that is higher than the DEF of your opponent's Defense Position Monster, inflict the difference as Battle Damage to your opponent's Life Points.

**Madjinn Gunn**

Type:	Fiend
Attribute:	Dark
Level:	2
ATK:	600
DEF:	800
Password:	43905751

**Description:** A living weapon that spits projectiles.

**Mage Power**

Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	81746708

**Description:** For every Magic and Trap Card on your side of the Field, increase the ATK and DEF of a Monster equipped with this card by 500 points.



### Magical Ghost



Type: Zombie  
Attribute: Dark  
Level: 4  
ATK: 1,300  
DEF: 1,400  
Password: 4647915

**Description:** This creature casts a spell of terror and confusion just before attacking its enemies.

### Magical Hats



Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 81210420

**Description:** You can activate this card during your opponent's Battle Phase. Take two non-Monster Cards from your Deck and select one of your Monster Cards on the Field, then shuffle your Deck. Shuffle the three cards and Set them on the Field in face-down Defense Position.

### Magical Labyrinth



Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 64389297

**Description:** Equip Labyrinth Wall with this card. If you offer Labyrinth Wall equipped with this card as a Tribute, you can Special Summon Wall Shadow from your Deck.

### Magic-Arm Shield



Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 96008713

**Description:** You can activate this card when your opponent announces an attack. Select one of your opponent's face-up Defense Position Monster Cards on the Field and designate it as the target of the attack.

### Magic Cylinder



Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 62279055

**Description:** Negate the attack of one of your opponent's Monsters and decrease your opponent's Life Points by the amount equal to the attacking Monster's ATK.

### Magician of Black Chaos



Type: Spellcaster/Ritual  
Attribute: Dark  
Level: 8  
ATK: 2,800  
DEF: 2,600  
Password: N/A

**Description:** This Monster is summoned with the Ritual Magic Card, Dark Magic Ritual. You must also offer Monsters whose total Star Levels equal 8 or more from the Field or your hand as Tribute.

### Magician of Faith



Type: Spellcaster/Effect  
Attribute: Light  
Level: 4  
ATK: 500  
DEF: 400  
Password: 31560081

**Description:** Flip Effect: Select one Magic Card from your Graveyard and return it to your hand.

### Magic Jammer



Type: Trap/Counter  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 77414722

**Description:** Discard one card from your hand to the Graveyard to negate the activation of a Magic Card and destroy it.

### Magic Thorn



Type: Trap/Contingency  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 53119267

**Description:** You can inflict 500 points of damage per card to your opponent's Life Points when your opponent's cards are discarded to the Graveyard by the effects of Magic, Trap or Effect Monster Cards.

### Maha Vallo



Type: Spellcaster/Effect  
Attribute: Light  
Level: 4  
ATK: 1,550  
DEF: 1,400  
Password: 93013676

**Description:** In addition to the effects of Equip Cards, the ATK of this Monster is increased by 500 points for each card equipped to it.

### Maiden of the Moonlight



Type: Spellcaster  
Attribute: Light  
Level: 6  
ATK: 1,500  
DEF: 1,300  
Password: 79629370

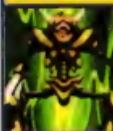
**Description:** A sorceress blessed by lunar light with powers far beyond mortal comprehension.

### Major Riot



Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 09074847

**Description:** You can activate this card when one or more of your Monsters are returned from the Field to your hand. Return all Monster Cards on the Field to your respective hands. Both you and your opponent can then Special Summon from your hand the same number of Monsters.

<b>Makiu</b>  <p>Type: Magic Attribute: Magic Level: 3 ATK: 1,000 DEF: 1,000 Password: 27822722</p> <p><b>Description:</b> Select either Left Arm of the ForbIDDEN One or any Thunder-Type Monster. All opponent's Monsters with DEF lower than the ATK of the selected card are destroyed. You must skip your Battle Phase during the turn this card is activated.</p>	<b>Malevolent Nuzzler</b>  <p>Type: Magic/Equip Attribute: Magic Level: 3 ATK: 1,000 DEF: 1,000 Password: 99597615</p> <p><b>Description:</b> A Monster equipped with this card increases its ATK by 700 points. When this card is sent from the Field to the Graveyard, you can pay 500 Life Points to place it on top of your Deck.</p>	<b>Mammoth Graveyard</b>  <p>Type: Dinosaur Attribute: Earth Level: 3 ATK: 1,200 DEF: 800 Password: 40374923</p> <p><b>Description:</b> A mammoth that protects the graves of its pack and is absolutely merciless when facing graverobbers.</p>
<b>Man Eater</b>  <p>Type: Plant Attribute: Earth Level: 3 ATK: 800 DEF: 600 Password: 93553943</p> <p><b>Description:</b> Man-eating plant with poison feelers for attacking enemies.</p>	<b>Man-Eater Bug</b>  <p>Type: Insect/Effect Attribute: Earth Level: 2 ATK: 450 DEF: 600 Password: 54652250</p> <p><b>Description:</b> Flip Effect: Destroys one Monster on the Field regardless of position.</p>	<b>Man-eating Black Shark</b>  <p>Type: Fish/Fusion Attribute: Water Level: 3 ATK: 2,100 DEF: 1,200 Password: 80727036</p> <p><b>Description:</b> Sea Kamen + Gruesome Goo + Amazon of the Seas.</p>
<b>Man-Eating Plant</b>  <p>Type: Plant Attribute: Earth Level: 3 ATK: 800 DEF: 600 Password: 49127943</p> <p><b>Description:</b> A meat-eating plant that is attractive to the eye but dangerous when approached.</p>	<b>Man-Eating Treasure Chest</b>  <p>Type: Henk Attribute: Dark Level: 4 ATK: 1,600 DEF: 1,000 Password: 13723605</p> <p><b>Description:</b> A Monster disguised as a treasure chest that is known to attack the unwary adventurer.</p>	<b>Manga Ryu-Ran</b>  <p>Type: Dragon/Effect Attribute: Fire Level: 3 ATK: 2,200 DEF: 2,600 Password: 38369349</p> <p><b>Description:</b> This card cannot be summoned unless Toon-Warrior is in the field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this Monster attacks. When this card is destroyed, this card is also destroyed. Your opponent doesn't control a Toon Monster in the Field, this card can inflict Direct Damage to your opponent's Life Points. If a Toon Monster is on your opponent's side of the field, your attack must target the Toon monster.</p>
<b>Marie the Fallen One</b>  <p>Type: Fiend/Effect Attribute: Dark Level: 3 ATK: 1,200 DEF: 1,200 Password: 57579381</p> <p><b>Description:</b> As long as this card exists in your Graveyard, you recover 200 Life Points at each of your Standby Phases.</p>	<b>Marine Beast</b>  <p>Type: Fish/Fusion Attribute: Water Level: 3 ATK: 1,700 DEF: 1,600 Password: 29929832</p> <p><b>Description:</b> Water Magician + Behemon.</p>	<b>Maryokutai</b>  <p>Type: Aqua/Effect Attribute: Water Level: 3 ATK: 900 DEF: 900 Password: 71466592</p> <p><b>Description:</b> The effect of this card can only be applied during your opponent's turn. When this card is face-up and your opponent activates a Magic Card, you can offer this card as a Tribute to negate the activation of the Magic Card and destroy it.</p>



### Masaki the Legendary Swordsman



Type:	Warrior
Attribute:	Earth
Level:	4
ATK:	1,100
DEF:	1,100
Password:	44287299

**Description:** Legendary swordsman Masaki is a veteran of more than 100 battles.

### Masked Clown



Type:	Warrior
Attribute:	Dark
Level:	2
ATK:	500
DEF:	700
Password:	77581312

**Description:** This warrior's fatal dance is performed with a lethal sickle.

### Masked Sorcerer



Type:	Spellcaster/Effect
Attribute:	Dark
Level:	4
ATK:	900
DEF:	1,400
Password:	10189126

**Description:** When you reduce your opponent's Life Points with this card, draw one card from your Deck.

### Mask of Brutality



Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	28933734

**Description:** A Monster equipped with this card increases its ATK by 1,000 points and decreases its DEF by 1,000 points. You must pay 1,000 Life Points at each of your Standby Phases to keep this card in play. If you cannot do so, this card is destroyed.

### Mask of Darkness



Type:	Fiend/Effect
Attribute:	Dark
Level:	2
ATK:	900
DEF:	400
Password:	28933734

**Description:** Flip Effect: Select one Trap Card from your Graveyard and return it to your hand.

### Mask of Dispel



Type:	Magic/Permanent
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	20765932

**Description:** Select one face-up Magic Card. The player controlling the card must decrease his or her Life Points by 500 points at each of his/her Standby Phases. This card is destroyed when the selected card is destroyed or removed from the Field.

### Mask of Restrict



Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	29549364

**Description:** No matter what the situation, Tributes cannot be made.

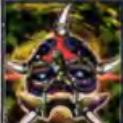
### Mask of the Accursed



Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	56948373

**Description:** The Monster equipped with this card cannot attack. In addition, the player controlling the Monster loses 500 Life Points at each of his/her Standby Phases.

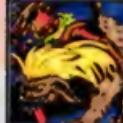
### Mask of Weakness



Type:	Trap
Attribute:	Toon
Level:	—
ATK:	—
DEF:	—
Password:	57882509

**Description:** Decrease the ATK of one attacking Monster by 700 points until the end of the turn.

### Master & Expert



Type:	Beast
Attribute:	Earth
Level:	4
ATK:	1,200
DEF:	1,000
Password:	75499502

**Description:** A deadly duo consisting of a beast master and its loyal servant.

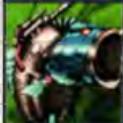
### Mavelus



Type:	Winged Beast/Exile
Attribute:	Wind
Level:	4
ATK:	1,300
DEF:	900
Password:	59036972

**Description:** Typhon + Wings of Wicked Flame.

### Mech Bass



Type:	Machine
Attribute:	Water
Level:	5
ATK:	1,800
DEF:	1,500
Password:	50176820

**Description:** This Monster carries a devastating plasma cannon on its powerful back.

**Mechaleon**

Type:	Reptile
Attribute:	Water
Level:	2
ATK:	800
DEF:	600
Password:	94412545

**Description:** This Monster can hide just about anywhere by adopting the colors of its surroundings.

**Mechanicalchaser**

Type:	Machine
Attribute:	Dark
Level:	4
ATK:	1,850
DEF:	800
Password:	07359741

**Description:** A hunter that relentlessly pursues its target by order of the Machine King.

**Mechanical Snail**

Type:	Machine
Attribute:	Dark
Level:	3
ATK:	800
DEF:	1,000
Password:	34442949

**Description:** A cyborg snail that still travels at a slow pace.

**Mechanical Spider**

Type:	Machine/Effect
Attribute:	Earth
Level:	2
ATK:	400
DEF:	300
Password:	45688586

**Description:** Any Dark-Type Monster attacked by this card is automatically destroyed. Damage calculations apply.

**Mech Mole Zombie**

Type:	Zombie
Attribute:	Dark
Level:	2
ATK:	500
DEF:	400
Password:	83345455

**Description:** This creature attacks by launching missile-like arms.

**Meda Bat**

Type:	Fiend
Attribute:	Dark
Level:	2
ATK:	800
DEF:	400
Password:	26271194

**Description:** An eyeball Fiend created by a servant of the wicked; it uses Dark Blasts to blow away its enemies.

**Megamorph**

Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	22046459

**Description:** If your Life Points are lower than your opponent's, the original ATK of a Monster equipped with this card is doubled. If your Life Points are higher, the original ATK is halved.

**Megasonic Eye**

Type:	Machine
Attribute:	Dark
Level:	5
ATK:	1,500
DEF:	1,800
Password:	07562372

**Description:** Made of mysterious metal, this Monster is a doomsday machine from the edge of the universe.

**Mega Thunderball**

Type:	Thunder
Attribute:	Mind
Level:	2
ATK:	750
DEF:	600
Password:	21817254

**Description:** Rolls along the ground releasing bolts of electricity to attack its enemies.

**Megazowler**

Type:	Dinosaur
Attribute:	Earth
Level:	6
ATK:	1,800
DEF:	2,000
Password:	75390004

**Description:** Nothing stands in the way of this spike-covered dinosaur.

**Megirus Light**

Type:	Fiend
Attribute:	Dark
Level:	3
ATK:	800
DEF:	600
Password:	23032273

**Description:** The fatal beams from the eyes of this Monster result in grim destruction.

**Melchid the Four-Face Beast**

Type:	Fiend
Attribute:	Dark
Level:	4
ATK:	1,800
DEF:	1,200
Password:	86569121

**Description:** This Monster has four different masks for four different attacks.


**Meotoko**


Type: Beast  
Attribute: Earth  
Level: 3  
ATK: 1000  
DEF: 600  
Password: 5383260

**Description:** A huge Monster with a single eye that fires a deadly beam.

**Mesmeric Control**


Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 48642904

**Description:** When this card is played, your opponent cannot change the position of Monsters during his or her next turn.

**Messenger of Peace**


Type: Magic/Permanent  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 44656491

**Description:** You must pay 100 Life Points at each of your Standby Phases. If you cannot pay, this card is destroyed. All Monsters with an ATK of 1,500 or more cannot attack.

**Metal Detector**


Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 75646520

**Description:** You can activate this card when a Continuous Trap Card is activated. Negate all Continuous Trap Cards during the turn this card is activated.

**Metal Dragon**


Type: Machine/Fusion  
Attribute: Wind  
Level: 8  
ATK: 1,850  
DEF: 1,700  
Password: 09293977

**Description:** Steel Ogre Grotto #1 + Lesser Dragon.

**Metal Fish**


Type: Machine  
Attribute: Water  
Level: 5  
ATK: 1,600  
DEF: 1,900  
Password: 55998462

**Description:** A metal fish with a razor-sharp caudal fin.

**Metal Guardian**


Type: Fiend  
Attribute: Dark  
Level: 3  
ATK: 1,150  
DEF: 2,150  
Password: 68339286

**Description:** A Fiend guarding the treasures of the Netherworld, it's most at home in the dark.

**Metalmorph**


Type: Trap/Equip  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 68540058

**Description:** After activation, this card is used to equip a face-up Monster. The Monster equipped with this card increases its ATK and DEF by 300 points. When attacking with a Monster equipped with Metalmorph, you can further increase its ATK by an amount equal to half the ATK of your target.

**Metalzoa**


Type: Machine/Effect  
Attribute: Dark  
Level: 8  
ATK: 3,000  
DEF: 2,300  
Password: 50705071

**Description:** This Monster is Special Summoned from the Deck to the Field by offering Zoa equipped with Metalmorph as a Tribute.

**Meteor B. Dragon**


Type: Dragon/Fusion  
Attribute: Fire  
Level: 8  
ATK: 3,500  
DEF: 2,000  
Password: N/A

**Description:** Red-Eyes B. Dragon + Meteor Dragon.

**Meteor Dragon**


Type: Dragon  
Attribute: Earth  
Level: 6  
ATK: 1,800  
DEF: 2,000  
Password: N/A

**Description:** This Dragon appeared from the heavens and crashed to earth.

**Michizure**


Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 37580756

**Description:** You can activate this card when your Monster is sent from the Field to the Graveyard. Destroy one Monster on the Field.



**Midnight Fiend**

Type:	Fiend
Attribute:	Dark
Level:	2
ATK:	800
DEF:	600
Password:	83678433

**Description:** This Monster only appears when a midnight Tribute is made.

**Mikazukinoyaiba**

Type:	Dragon
Attribute:	Dark
Level:	3
ATK:	2,000
DEF:	2,350
Password:	N/A

**Description:** A Dragon warrior of the moon armed with a crescent sword.

**Millennium Golem**

Type:	Rock
Attribute:	Earth
Level:	6
ATK:	2,000
DEF:	2,200
Password:	47986555

**Description:** For nearly a millennium, this golem has served as guardian of an ancient treasure trove.

**Millennium Shield**

Type:	Warrior
Attribute:	Earth
Level:	5
ATK:	0
DEF:	3,000
Password:	32012841

**Description:** A millennium item, it's rumored to block any strong attack.

**Milus Radiant**

Type:	Beast/Effect
Attribute:	Earth
Level:	4
ATK:	300
DEF:	250
Password:	07489323

**Description:** As long as this card remains face-up on the field, increase the ATK of all Earth-Type Monsters by 500 points and decrease the ATK of all Wind-Type Monsters by 400 points.

**Minor**

Type:	Insect/Effect
Attribute:	Earth
Level:	3
ATK:	850
DEF:	750
Password:	32539892

**Description:** When this card is sent directly from your hand to the Graveyard by your opponent's Card Effect, inflict 1,000 points of Direct Damage to your opponent's Life Points.

**Minomushi Warrior**

Type:	Rock
Attribute:	Earth
Level:	4
ATK:	1,300
DEF:	1,200
Password:	46864967

**Description:** A rock warrior that wields a heavy blade carved from stone.

**Minor Goblin Official**

Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	01918087

**Description:** You can activate this card when your opponent's Life Points are 3,000 or less. Inflict 500 points of Direct Damage to your opponent's Life Points during each of his or her Standby Phases.

**Miracle Dig**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	06343408

**Description:** If five or more cards have been removed from play, three can be returned to the Graveyard.

**Mirror Force**

Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	44095762

**Description:** When an opponent's Monster attacks, negate the attack and destroy all opponent's Monsters in Attack Position.

**Mirror Wall**

Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	22359980

**Description:** Decrease the ATK of all your opponent's attacking Monsters by half. You must pay 2,000 Life Points during each of your Standby Phases. If you cannot, this card is destroyed.

**Misairuzame**

Type:	Fish
Attribute:	Water
Level:	5
ATK:	1,400
DEF:	1,600
Password:	33178416

**Description:** A missile-launching fish protected by deadly spikes.



### Molten Destruction



Type: Magic/Field  
Attribute: Magic  
Level: 4  
ATK: 1,000  
DEF: 1,000  
Password: 19384334

**Description:** Increases the ATK of all FIRE Monsters by 500 points and decreases their DEF by 400 points.

### Mon Larva



Type: Beast  
Attribute: Earth  
Level: 4  
ATK: 1,300  
DEF: 1,400  
Password: 07225792

**Description:** A further step in the evolutionary chain, it is much more powerful than Larvas.

### Monster Egg



Type: Warrior  
Attribute: Earth  
Level: 4  
ATK: 600  
DEF: 900  
Password: 36121917

**Description:** A warrior hidden within an egg that attacks enemies by flinging eggshells.

### Monster Eye



Type: Fiend/Effect  
Attribute: Dark  
Level: 4  
ATK: 250  
DEF: 330  
Password: 84153008

**Description:** For the price of 1,000 Life Points, you can return Polymerization from the Graveyard to your hand.

### Monster Reborn



Type: Magic  
Attribute: Magic  
Level: 4  
ATK: —  
DEF: —  
Password: 83764718

**Description:** Select one Monster Card from either your opponent's or your own Graveyard and place it on the Field under your control in Attack or Defense Position (face-up). This is considered a Special Summon.

### Monster Recovery



Type: Magic/Quick-Play  
Attribute: Magic  
Level: 4  
ATK: —  
DEF: —  
Password: 93108433

**Description:** Select one of your own Monsters on your side of the Field and combine it with your Deck. At the same time, combine your hand and Deck together and shuffle the Deck. Draw the same number of cards that were in your hand from the shuffled Deck.

### Monster Tamer



Type: Warrior  
Attribute: Earth  
Level: 5  
ATK: 1,800  
DEF: 1,600  
Password: 97612389

**Description:** A master of Monsters that exercises control over several creatures.

### Monstrous Bird



Type: Winged Beast  
Attribute: Wind  
Level: 6  
ATK: 2,000  
DEF: 1,900  
Password: 15712107

**Description:** Few have set eyes on this dive-bombing bird and lived to tell the tale.

### Monsturtle



Type: Aqua  
Attribute: Water  
Level: 3  
ATK: 800  
DEF: 1,000  
Password: 15820147

**Description:** Protected by a spiked shell, this turtle has a very nasty disposition.

### Moon Envoy



Type: Warrior  
Attribute: Light  
Level: 4  
ATK: 1,800  
DEF: 1,600  
Password: 45909477

**Description:** Many have fallen victim to this lunar warrior's crescent pike.

### Mooyan Curry



Type: Magic  
Attribute: Magic  
Level: 4  
ATK: —  
DEF: —  
Password: 58074572

**Description:** Increase your Life Points by 200 points.

### Morinphen



Type: Fiend  
Attribute: Dark  
Level: 5  
ATK: 1,800  
DEF: 1,600  
Password: 55784832

**Description:** A strange Fiend with long arms and razor-sharp talons.

**Morphing Jar**

Type:	Rock/Effect
Attribute:	Earth
Level:	2
ATK:	700
DEF:	600
Password:	33508719

**Description:** Flip Effect: Both you and your opponent discard your hands and draw five new cards from your Decks.

**Morphing Jar #2**

Type:	Rock/Effect
Attribute:	Earth
Level:	3
ATK:	800
DEF:	700
Password:	79106360

**Description:** Flip Effect: Return all Monster Cards on the Field to their respective Decks and shuffle them. You and your opponent then pick up cards until you both have the same number of Monster Cards (Level 4 or lower) that were returned to each Deck. Special Summon the Monsters on the field in face-down Defense Position. Any other cards picked up are discarded to the Graveyard.

**Mother Grizzly**

Type:	Beast-Warrior/Effect
Attribute:	Water
Level:	4
ATK:	1,400
DEF:	1,000
Password:	57839750

**Description:** When this card is sent to the Graveyard as a result of battle, you may select one Water-Type Monster with an ATK of 1,000 or less from your Deck and Special Summon it to the Field in face-up Attack Position (no Tribute is required for Monsters of Level 5 or higher).

**Mountain**

Type:	Magic/Field
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	50913601

**Description:** Increases the ATK and DEF of all Dragon, Winged Beast, and Thunder-Type Monsters by 200 points.

**Mountain Warrior**

Type:	Beast-Warrior
Attribute:	Earth
Level:	3
ATK:	600
DEF:	1,000
Password:	04931562

**Description:** A tough warrior that can move smoothly on even the roughest terrain.

**Mr. Volcano**

Type:	Pyro
Attribute:	Pyro
Level:	4
ATK:	2,100
DEF:	1,300
Password:	31477025

**Description:** This seemingly mild-mannered creature has an extremely volatile temper.

**Muka Muka**

Type:	Rock/Effect
Attribute:	Earth
Level:	2
ATK:	600
DEF:	300
Password:	46657337

**Description:** Increase the ATK and DEF of this card by 300 points for every card in your hand.

**Multiply**

Type:	Magic/Quick-Play
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	40703222

**Description:** Offer one face-up Kuniboh as a Tribute. Place a Kuniboh Token (Fiend-Type/Dark/Lv1) [ATK 300/DEF 200] in Defense Position on each open Monster Card Zone. These tokens cannot be used as Tribute Monsters.

**Muse-A**

Type:	Fairy
Attribute:	Light
Level:	—
ATK:	850
DEF:	900
Password:	6992868

**Description:** A Fairy of the arts that is unbeatable on the harp.

**Mushroom Man**

Type:	Plant
Attribute:	Earth
Level:	2
ATK:	800
DEF:	600
Password:	14781608

**Description:** Found in humid regions, this creature attacks enemies with a lethal rain of poison spores.

**Mushroom Man #2**

Type:	Warrior/Effect
Attribute:	Earth
Level:	3
ATK:	1,250
DEF:	800
Password:	93900406

**Description:** A player controlling this Monster loses 300 Life Points during each of his or her Standby Phases when this card is on the Field. Control of this card is shifted to your opponent by paying 500 Life Points at your own End Phase.

**Musician King**

Type:	Spells/caster/Fusion
Attribute:	Light
Level:	3
ATK:	1,750
DEF:	1,500
Password:	56907389

**Description:** Witch of the Black Forest + Lady of Faith.

**M-Warrior #1**


Type:	Warrior
Attribute:	Earth
Level:	3
ATK:	1,000
DEF:	500
Password:	56342351

**Description:** Specializing in combination attacks, this Warrior uses magnetism to block an enemy's escape.

**M-Warrior #2**


Type:	Warrior
Attribute:	Earth
Level:	3
ATK:	500
DEF:	1,000
Password:	92731455

**Description:** Specializing in combination attacks, this Warrior is equipped with a tough, magnetically coated armor.

**Mysterious Puppeteer**


Type:	Warrior/Effect
Attribute:	Earth
Level:	4
ATK:	1,000
DEF:	1,500
Password:	54098121

**Description:** When the Monster is summoned (excluding Special Summon), the Life Points of this card's owner increases by 500 points for each Monster while this card is face-up on the Field.

**Mystery Hand**


Type:	Fiend
Attribute:	Dark
Level:	2
ATK:	500
DEF:	500
Password:	62793020

**Description:** This Monster twists reality and reaches between dimensions to attack its enemies.

**Mystical Capture Chain**


Type:	Fairy
Attribute:	Light
Level:	2
ATK:	700
DEF:	700
Password:	63515678

**Description:** A mystical chain that binds enemies, rendering them immobile.

**Mystical Elf**


Type:	Spells/Caster
Attribute:	Light
Level:	4
ATK:	800
DEF:	2,000
Password:	15025844

**Description:** A delicate elf that lacks offense, but has a terrific defense backed by mystical power.

**Mystical Moon**


Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	36602978

**Description:** A Beast-Type Monster equipped with this card increases its ATK and DEF by 300 points.

**Mystical Refpanel**


Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	35563539

**Description:** Transfer the effects of a Magic Card that targets one player to another player.

**Mystical Sand**


Type:	Rock/Fusion
Attribute:	Earth
Level:	6
ATK:	2,100
DEF:	1,700
Password:	32751480

**Description:** Giant Soldier of Stone + Ancient Elf.

**Mystical Sheep #1**


Type:	Beast/Effect
Attribute:	Earth
Level:	3
ATK:	1,150
DEF:	900
Password:	30451366

**Description:** You can substitute this card for any one Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monster in the current Fusion.

**Mystical Sheep #2**


Type:	Beast
Attribute:	Earth
Level:	—
ATK:	800
DEF:	1,000
Password:	83464209

**Description:** A monstrous sheep with a long tail for hypnotizing enemies.

**Mystical Space Typhoon**


Type:	Magic/Quick-Play
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	05318639

**Description:** Destroy one Magic or Trap Card on the Field.

**Mystic Box**

Type: Magic  
Attribute: Magic  
Level: 1  
ATK: —  
DEF: —  
Password: 25774450

**Description:** Destroys one opponent's Monster and grants control of one of your Monsters on the Field to your opponent.

**Mystic Lamp**

Type: Spellcaster/Effect  
Attribute: Dark  
Level: 1  
ATK: 400  
DEF: 300  
Password: 98049915

**Description:** This Monster may attack your opponent's Life Points directly.

**Mystic Clown**

Type: Fiend  
Attribute: Dark  
Level: 1  
ATK: 1,500  
DEF: 1,000  
Password: 47060154

**Description:** Nothing can stop the mad attack of this powerful creature.

**Mystic Horseman**

Type: Beast  
Attribute: Earth  
Level: 4  
ATK: 1,300  
DEF: 1,550  
Password: 68516705

**Description:** Half man and half horse, this Monster is known for its extreme speed.

**Mystic Plasma Zone**

Type: Magic/Field  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 18161786

**Description:** Increase the ATK of all DARK Monsters by 500 points and decrease their DEF by 400 points.

**Mystic Probe**

Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 49251811

**Description:** You can activate this card when a Continuous Magic Card is activated. Negate all Continuous Magic Cards during the turn this card is activated.

**Mystic Tomato**

Type: Plant/Effect  
Attribute: Dark  
Level: 4  
ATK: 3,400  
DEF: 7,100  
Password: 83011277

**Description:** When this card is sent to the Graveyard as a result of battle, you may select one Dark-Type Monster with an ATK of 1,500 or less from your Deck and Special Summon it to the Field in face-up Attack Position (no Tribute is required for Monsters Level 5 or more). The Deck is then shuffled.

**Neck Hunter**

Type: Fiend  
Attribute: Dark  
Level: 8  
ATK: 1,750  
DEF: 1,900  
Password: 70084224

**Description:** A Fiend that wields a mean sickle and fires devastating beams from its eyes.

**Necrolancer the Timelord**

Type: Spellcaster  
Attribute: Dark  
Level: 5  
ATK: 800  
DEF: 900  
Password: 61454890

**Description:** One-eyed Necrolancer leads an attack from a dimensional ring that can appear from nowhere.

**Needle Ball**

Type: Fiend/Effect  
Attribute: Dark  
Level: 2  
ATK: 750  
DEF: 700  
Password: 94230224

**Description:** Flip Effect: You can inflict 1,000 points of Direct Damage to your opponent's Life Points at the cost of 2,000 of your own Life Points.

**Needle Worm**

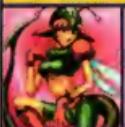
Type: Insect/Effect  
Attribute: Earth  
Level: 2  
ATK: 750  
DEF: 600  
Password: 81843628

**Description:** Flip Effect: Discard five cards from the top of your opponent's Deck to his or her Graveyard.

**Negate Attack**

Type: Trap/Counter  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 14315573

**Description:** When your opponent attacks with a Monster, all attacks are negated and your opponent's Battle Phase ends.

**Nekogal #1**


Type:	Beast
Attribute:	Earth
Level:	3
ATK:	1,100
DEF:	900
Password:	01761063

**Description:** Deceptively cute, this feline fairy has a set of fast lethal claws.

**Nekogal #2**


Type:	Beast-Warrior
Attribute:	Earth
Level:	5
ATK:	1,900
DEF:	2,000
Password:	43352213

**Description:** A fast and lethal creature with dangerous claws.

**Nemuriko**


Type:	Spellcaster
Attribute:	Wind
Level:	3
ATK:	800
DEF:	700
Password:	90963488

**Description:** A child-like creature that controls a sleep fiend to beckon enemies into eternal slumber.

**Neo the Magic Swordsman**


Type:	Spellcaster
Attribute:	Light
Level:	4
ATK:	1,700
DEF:	1,000
Password:	50930991

**Description:** A dimensional drifter who not only practices sorcery, but is also a sword and martial arts master.

**Night Lizard**


Type:	Aqua
Attribute:	Water
Level:	4
ATK:	1,150
DEF:	1,300
Password:	78402798

**Description:** A lizard warrior protected by a hide of very tough emerald scales.

**Nightmare Scorpion**


Type:	Insect
Attribute:	Earth
Level:	8
ATK:	900
DEF:	800
Password:	88643173

**Description:** A creature that generates nightmares to haunt an opponent, it attacks with four poisonous tails.

**Nightmare's Steelcage**


Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	58775978

**Description:** For two of your opponent's turns, all Monsters on the Field cannot attack. Following the second turn, this card is destroyed.

**Nimble Momonga**


Type:	Beast/Effect
Attribute:	Earth
Level:	2
ATK:	1,000
DEF:	100
Password:	22567609

**Description:** When this card is sent to the Graveyard as a result of battle, increase your Life Points by 1,000 points. You can also take cards of the same name from your Deck and Special Summon them to the Field in face-down Defense Position. The Deck is then shuffled.

**Niwatori**


Type:	Winged Beast
Attribute:	Earth
Level:	3
ATK:	900
DEF:	800
Password:	07805359

**Description:** Swallows enemies whole and uses their essence as energy.

**Nobleman of Crossout**


Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	71044999

**Description:** Destroy one face-down Monster Card and remove it from play. If the Monster destroyed has a Flip Effect, both players must remove all Monster Cards of the same name from their respective Decks and remove them from play. The Decks are then shuffled.

**Nobleman of Extermination**


Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	17449108

**Description:** Destroy one face-down Magic or Trap Card and remove it from play. If the card is a Trap Card, both players must remove all Trap Cards of the same name from their Decks and remove them from play. The Decks are then shuffled.

**Novox's Prayer**


Type:	Magic/Ritual
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	N/A

**Description:** This card is used to Ritual Summon Skull Guardian. You must offer Monsters whose Star Levels equal 7 or more as a Tribute from the Field or your hand.

**Numinous Healer**

Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	02150625

**Description:** You can activate this card when you take damage to your Life Points. Increase your Life Points by 1,000 points. In addition, increase your Life Points by 500 per card if there are additional Numinous Healer cards in the Graveyard.

**Nuvia the Wicked**

Type:	Fiend/Effect
Attribute:	Dark
Level:	4
ATK:	2,000
DEF:	800
Password:	12953226

**Description:** This card can only be summoned by a Flip Summon. If summoned normally, it is destroyed. The ATK of this card is decreased by 200 points for each Monster that your opponent controls on the Field.

**Obese Marmot of Nefariousness**

Type:	Beast
Attribute:	Earth
Level:	3
ATK:	750
DEF:	800
Password:	56713552

**Description:** An ill-mannered field mouse that will sink its fangs into anything.

**Octoberser**

Type:	Aqua
Attribute:	Water
Level:	5
ATK:	1,600
DEF:	1,400
Password:	74637266

**Description:** With the head of a fish and the legs of an octopus, this strange creature attacks enemies by flinging spears.

**Ocubeam**

Type:	Fairy
Attribute:	Light
Level:	5
ATK:	1,550
DEF:	1,650
Password:	86088138

**Description:** Frightening in appearance, this creature uses its large eyes and ears to keep track of any movement.

**Offerings to the Doomed**

Type:	Magic/Quick-Play
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	19230407

**Description:** Destroys one face-up Monster. Skip your next Draw Phase.

**Ogre of the Black Shadow**

Type:	Beast/Warrior
Attribute:	Earth
Level:	4
ATK:	1,200
DEF:	1,400
Password:	45121025

**Description:** An ogre possessed by the powers of the dark. Few can withstand its rapid charge.

**One-Eyed Shield Dragon**

Type:	Dragon
Attribute:	Wind
Level:	3
ATK:	700
DEF:	1,300
Password:	33064647

**Description:** This dragon wears a shield not only for its own protection, but also for ramming its enemies.

**One Who Hunts Souls**

Type:	Beast-Warrior
Attribute:	Earth
Level:	4
ATK:	1,100
DEF:	1,000
Password:	03606209

**Description:** This dangerous creature brandishes a soul-sucking sword.

**Oni Tank T-34**

Type:	Machine
Attribute:	Earth
Level:	3
ATK:	1,400
DEF:	1,700
Password:	66927994

**Description:** An armored tank possessed by a fiend that will pursue enemies until they're crushed.

**Doguchi**

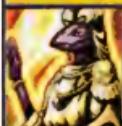
Type:	Aqua/Effect
Attribute:	Water
Level:	1
ATK:	300
DEF:	250
Password:	58861941

**Description:** This Monster may attack your opponent's Life Points directly.

**Dokazi**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	19523799

**Description:** Decreases your opponent's Life Points by 800 points.

**Orion the Battle King**


Type:	Fairy
Attribute:	Light
Level:	5
ATK:	1,800
DEF:	1,500
Password:	02971090

**Description:** None have lived to tell tales of this powerful battle fairy.

**Oscillo Hero**


Type:	Warrior
Attribute:	Earth
Level:	3
ATK:	1,250
DEF:	700
Password:	82065276

**Description:** A strange warrior from another dimension.

**Oscillo Hero #2**


Type:	Thunder
Attribute:	Light
Level:	3
ATK:	1,000
DEF:	500
Password:	27324313

**Description:** A creature that electrocutes opponents with bolts of lightning.

**Overdrive**


Type:	Machine
Attribute:	Earth
Level:	4
ATK:	1,600
DEF:	1,500
Password:	02311603

**Description:** An all-terrain armored vehicle armed with a heavy-duty machine gun.

**Painful Choice**


Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	74191942

**Description:** Select five cards from your Deck and show them to your opponent. Your opponent must select one card that will be added to your hand. Discard the remaining cards to the Graveyard.

**Pale Beast**


Type:	Beast
Attribute:	Earth
Level:	4
ATK:	1,500
DEF:	1,200
Password:	21263083

**Description:** With skin tinged a bluish-white, this strange creature is a fearsome sight to behold.

**Panther Warrior**


Type:	Beast-Warrior/Effect
Attribute:	Earth
Level:	4
ATK:	2,000
DEF:	1,600
Password:	A2035044

**Description:** This card cannot attack unless you offer one of your Monsters on the Field as a Tribute.

**Paralyzing Potion**


Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	50152549

**Description:** A non-Machine-Type Monster equipped with this card cannot attack.

**Parasite Paracide**


Type:	Insect/Effect
Attribute:	Earth
Level:	4
ATK:	500
DEF:	300
Password:	27911549

**Description:** 1-**Face-up:** Put this card face-up in your opponent's Deck and shuffle it. When your opponent plays this card, it is immediately Special Summoned to your opponent's side of the Field face-up in Defense Position and inflicts 1,000 points of Direct Damage to your opponent's Life Points. From this point, all face-up Monster Cards on your opponent's side of the Field are treated as Insect-Type Monsters as long as this card remains face-up on the Field.

**Parrot Dragon**


Type:	Dragon
Attribute:	Wind
Level:	5
ATK:	2,000
DEF:	1,300
Password:	62762898

**Description:** A dragon from the cartoons that's more dangerous than it appears to be.

**Patrol Robo**


Type:	Machine/Effect
Attribute:	Earth
Level:	3
ATK:	1,100
DEF:	900
Password:	76775123

**Description:** During your Standby Phase, you can look at one face-down card that's been Set by your opponent as long as this card remains face-up on the Field.

**Peacock**


Type:	Winged Beast
Attribute:	Wind
Level:	5
ATK:	1,700
DEF:	1,500
Password:	20624263

**Description:** A large peacock that launches its feathers in a lethal attack.

**Pendulum Machine**

Type:	Machine
Attribute:	Dark
Level:	6
ATK:	1,750
DEF:	2,000
Password:	20404030

**Description:** A horrid torture machine with a large pendulum blade.

**Penguin Knight**

Type:	Aqua/Effect
Attribute:	Water
Level:	3
ATK:	900
DEF:	800
Password:	36039163

**Description:** When this card is sent directly from your Deck to the Graveyard by an opponent's card effect, combine your Graveyard cards with your own Deck, shuffle them and form a new Deck.

**Penguin Soldier**

Type:	Aqua/Effect
Attribute:	Water
Level:	2
ATK:	750
DEF:	500
Password:	93920745

**Description:** Flip Effect: You can return up to two Monster Cards from the Field to the owner's hand.

**Perfectly Ultimate Great Moth**

Type:	Insect/Effect
Attribute:	Earth
Level:	8
ATK:	3,500
DEF:	3,000
Password:	N/A

**Description:** This Monster is summoned by offering Petit Moth as a Tribute on your sixth turn after it has been equipped with Cocoon of Evolution.

**Performance of Sword**

Type:	Warrior/Ritual
Attribute:	Earth
Level:	6
ATK:	1,950
DEF:	1,850
Password:	N/A

**Description:** This Monster can only be Ritual Summoned with the Ritual Magic Card Commencement Dance. You must also offer Monsters whose total Star Levels equal 6 or more as a Tribute from the Field or your hand.

**Petit Angel**

Type:	Fairy
Attribute:	Light
Level:	3
ATK:	600
DEF:	900
Password:	38142739

**Description:** A quick-moving and tiny fairy that's very difficult to hit.

**Petit Dragon**

Type:	Dragon
Attribute:	Wind
Level:	2
ATK:	800
DEF:	700
Password:	75356564

**Description:** A very small dragon known for its vicious attacks.

**Petit Moth**

Type:	Insect
Attribute:	Earth
Level:	1
ATK:	300
DEF:	200
Password:	58192742

**Description:** This small but deadly creature is better off avoided.

**Phantom Dewan**

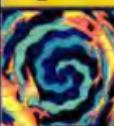
Type:	Spells/Caster
Attribute:	Dark
Level:	2
ATK:	700
DEF:	600
Password:	77603950

**Description:** A sorcerer that can paralyze an enemy with a single curse.

**Phantom Ghost**

Type:	Zombie
Attribute:	Dark
Level:	2
ATK:	600
DEF:	800
Password:	61201220

**Description:** A vengeful spirit made up of many restless souls.

**Polymerization**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	24094653

**Description:** Fuses two or more Fusion-Material Monsters to form a new Fusion Monster.

**Pot of Greed**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	55144522

**Description:** Draw two cards from your Deck.

### Pot the Trick



Type:	Rock
Attribute:	Earth
Level:	2
ATK:	400
DEF:	400
Password:	55567161

**Description:** A not-so-powerful servant, he is an errand boy of a master sorcerer.

### Power of Kaishin



Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	77627445

**Description:** An Aqua-Type Monster equipped with this card increases its ATK and DEF by 300 points.

### Pragtical



Type:	Dinosaur/Fusion
Attribute:	Earth
Level:	5
ATK:	1,900
DEF:	1,500
Password:	33691040

**Description:** Trakadon + Flame Viper.

### Premature Burial



Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	70828912

**Description:** Pay 800 Life Points. Select one Monster Card from your Graveyard, Special Summon it on the Field in face-up Attack Position, and equip it with this card. When this card is destroyed, the Monster is also destroyed.

### Prevent Rat



Type:	Beast
Attribute:	Earth
Level:	4
ATK:	500
DEF:	2,000
Password:	00549481

**Description:** This creature is shielded with a tough hide of hair and is excellent at defending itself.

### Princess of Tsurugi



Type:	Warrior/Effect
Attribute:	Wind
Level:	8
ATK:	900
DEF:	700
Password:	51371917

**Description:** Flip Effect: Inflicts 500 points of Direct Damage to your opponent's Life Points for each Magic and Trap Card your opponent has on the Field.

### Prisman



Type:	Rock
Attribute:	Light
Level:	3
ATK:	600
DEF:	1,000
Password:	80234301

**Description:** This crystalline Monster filters light to create a lethal laser.

### Prohibition



Type:	Magic/Permanent
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	43711255

**Description:** When you play this card, declare the name of one card. As long as this card remains on the Field, the declared card cannot be played.

### Protector of the Throne



Type:	Warrior
Attribute:	Earth
Level:	4
ATK:	800
DEF:	1,500
Password:	10071456

**Description:** While the king is away, this queen protects his throne with a mighty defense.

### Psychic Kappa



Type:	Aqua
Attribute:	Water
Level:	2
ATK:	400
DEF:	1,000
Password:	07892180

**Description:** An amphibian with a myriad of powers to shield it from enemy attacks.

### Pumpking the King of Ghosts



Type:	Zombie/Effect
Attribute:	Dark
Level:	8
ATK:	1,800
DEF:	2,000
Password:	29155212

**Description:** If Castle of Dark Illusions is face-up on the Field, increase the ATK and DEF of this card by 100 points. As long as the Castle of Dark Illusions remains face-up on the Field, the ATK and DEF of this card continues to increase by 100 points during each of your Standby Phases. This effect continues until your 4th turn after the card is activated.

### Punished Eagle



Type:	Winged Beast/Fusion
Attribute:	Wind
Level:	6
ATK:	2,100
DEF:	1,800
Password:	74703140

**Description:** Blue-Winged Crown + Niwatori.



**Queen Bird**

Type:	Winged Beast
Attribute:	Wind
Level:	5
ATK:	1,200
DEF:	2,000
Password:	73081602

**Description:** This Monster attacks enemies using its huge beak.

**Queen of Autumn Leaves**

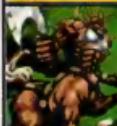
Type:	Plant
Attribute:	Earth
Level:	5
ATK:	1,800
DEF:	1,500
Password:	04179849

**Description:** Queen of the Emerald Forest and wife of the Spirit King, she lives surrounded by vivid red leaves.

**Queen's Double**

Type:	Warrior/Effect
Attribute:	Earth
Level:	1
ATK:	350
DEF:	300
Password:	05901497

**Description:** This Monster may attack your opponent's Life Points directly.

**Rabid Horseman**

Type:	Beast-Warrior/Fusion
Attribute:	Earth
Level:	6
ATK:	2,000
DEF:	1,700
Password:	N/A

**Description:** Battle Ox + Mystic Horseman.

**Raigeiki**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	12580477

**Description:** Destroys all your opponent's Monsters on the Field.

**Raimei**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	56260110

**Description:** Decreases your opponent's Life Points by 300 points.

**Rainbow Flower**

Type:	Plant/Effect
Attribute:	Earth
Level:	2
ATK:	400
DEF:	500
Password:	21347810

**Description:** This Monster may attack your opponent's Life Points directly.

**Rainbow Marine Mermaid**

Type:	Fish
Attribute:	Water
Level:	5
ATK:	1,550
DEF:	1,700
Password:	29402771

**Description:** An unusual mermaid that appears whenever a rainbow stretches across the sky.

**Rain of Mercy**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	66719324

**Description:** Increases the Life Points of both players by 1,000 points.

**Raise Body Heat**

Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	51267887

**Description:** A Dinosaur-Type Monster equipped with this card increases its ATK and DEF by 300 points.

**Rare Fish**

Type:	Fish/Fusion
Attribute:	Water
Level:	8
ATK:	1,500
DEF:	1,200
Password:	80516007

**Description:** Fusionist + Enchanting Mermaid.

**Ray & Temperature**

Type:	Fairy
Attribute:	Light
Level:	3
ATK:	1,000
DEF:	1,000
Password:	85309439

**Description:** This sun and the north wind join hands to deliver a devastating combination of heat and gale-force winds.



### Reaper of the Cards



Type: Fiend/Effect  
Attribute: Dark  
Level: 5  
ATK: 1,380  
DEF: 1,930  
Password: 33066139

**Description:** Flip Effect: Destroys one Trap Card on the Field. If this card's target is face-down, flip it face-up. If the card is a Trap Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

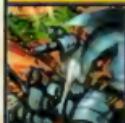
### Red-Eyes Black Metal Dragon



Type: Machine/Effect  
Attribute: Dark  
Level: 8  
ATK: 2,800  
DEF: 2,400  
Password: 64335804

**Description:** This card can only be Special Summoned from the Deck to the Field by offering Red-Eyes B. Dragon equipped with Metalmorph as a Tribute. Your Deck is then shuffled.

### Reinforcements



Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 17814387

**Description:** Increase a selected Monster's ATK by 500 points during the turn this card is activated.

### Respect Play



Type: Trap/Continuous  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 08951260

**Description:** During their respective turns, each player must show their opponent their hand.

### Red Archery Girl



Type: Aqua  
Attribute: Water  
Level: 4  
ATK: 1,400  
DEF: 1,500  
Password: 65570596

**Description:** A mermaid archer that hides in a protective shell, waiting for the right moment to strike.

### Red Medicine



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 38199696

**Description:** Increases your Life Points by 500 points.

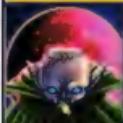
### Red-Eyes B. Dragon



Type: Dragon  
Attribute: Dark  
Level: 7  
ATK: 2,400  
DEF: 2,000  
Password: 74677422

**Description:** A ferocious dragon with a deadly attack.

### Red-Moon Baby



Type: Zombie/Effect  
Attribute: Dark  
Level: 3  
ATK: 700  
DEF: 1,000  
Password: 56387350

**Description:** A Monster destroyed by this card can be Special Summoned in face-up Attack or Defense Position at the end of the Battle Phase to your side of the Field.

### Relinquished



Type: Spellcaster/Ritual  
Attribute: Dark  
Level: 7  
ATK: 0  
DEF: 0  
Password: 64631466

**Description:** This Monster can be used in the second (IP) Summoner's Deck. If this card is Set, you can Special Summon it at a cost of 1000. The selected Monster must be a Magic Card and can be any level. You may use this effect only once per turn and can repeat "Relinquished" with only 1 Monster at a time. When your opponent's Monster attains this Monster with an effect higher than "Relinquished", the unspelled Monster is destroyed instead of "Relinquished". Any effect that destroys the unspelled Monster, the attacking Monster, when "Relinquished" is unspelled is also affected on your opponent.

### Remove Trap



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 51482758

**Description:** Destroys one face-up Trap Card on the Field.

### Restructer Revolution



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 99518961

**Description:** Inflicts 200 points of damage to your opponent's Life Points for each card in your opponent's hand.

### Resurrection of Chakra



Type: Magic/Ritual  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: N/A

**Description:** This card is used to summon Chakra. You must also offer Monsters whose Star Levels equal 7 or more as a Tribute from the Field or your hand.



**Return of the Doomed**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	19827717

**Description:** Select one Monster Card from your hand and discard it to the Graveyard. One Monster destroyed this turn as a result of battle is returned to your hand.

**Reverse Trap**

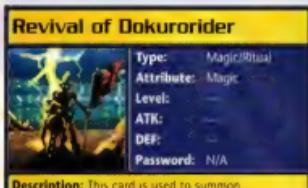
Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	77622396

**Description:** All increases and decreases to ATK and DEF are reversed for the turn in which this card is activated.

**Revival Jam**

Type:	Aqua/Effect
Attribute:	Water
Level:	4
ATK:	1,500
DEF:	300
Password:	31709826

**Description:** When this card is sent to the Graveyard as a result of battle, you can Special Summon this card at your next Standby Phase by paying 1,000 Life Points. Place it on the Field in face-up Defense Position. The card must remain in this position until your following turn.

**Revival of Dokurider**

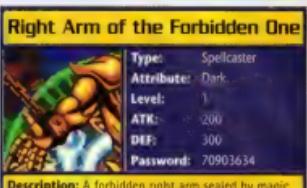
Type:	Magic/Fusion
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	N/A

**Description:** This card is used to summon Dokurider. Your must also offer Monsters whose Star Levels equal 6 or more as a Tribute from the Field or your hand.

**Rhaimundos of the Red Sword**

Type:	Warrior
Attribute:	Earth
Level:	4
ATK:	1,200
DEF:	1,300
Password:	62403074

**Description:** Armed with the Sword of Crimson Flames, this warrior can blind a Monster with fiery restraints.

**Right Arm of the Forbidden One**

Type:	Spellcaster
Attribute:	Dark
Level:	1
ATK:	200
DEF:	300
Password:	70903634

**Description:** A forbidden right arm sealed by magic. Whosoever breaks this seal will know infinite power.

**Right Leg of the Forbidden One**

Type:	Spellcaster
Attribute:	Dark
Level:	1
ATK:	200
DEF:	300
Password:	08124921

**Description:** A forbidden right leg sealed by magic. Whosoever breaks this seal will know infinite power.

**Riryoku**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	34016756

**Description:** During your turn, you can reduce the ATK of one Monster by half and add that amount to the ATK of another Monster on the Field.

**Riryoku Field**

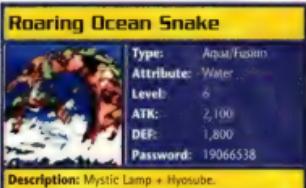
Type:	Trap/Counter
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	70344351

**Description:** Negates the activation of one Magic Card targeting one Monster. The Magic Card is destroyed.

**Rising Air Current**

Type:	Magic/Field
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	45778932

**Description:** Increases the ATK of all Wind-Type Monsters by 500 points and decreases their DEF by 400 points.

**Roaring Ocean Snake**

Type:	Aqua/Fusion
Attribute:	Water
Level:	6
ATK:	2,100
DEF:	1,800
Password:	19066538

**Description:** Mystic Lamp + Hyosube.

**Robbin' Goblin**

Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	88279736

**Description:** Each time one of your Monsters inflicts damage to your opponent's Life Points, one card is randomly selected from your opponent's hand and discarded to the Graveyard.



### Rocket Warrior



Type: Warrior/Effect  
Attribute: Light  
Level: 4  
ATK: 1,500  
DEF: 1,100  
Password: 30866969

**Description:** The effect of this card can only be applied during the Battle Phase of your own turn. Any damage this Monster takes is reduced to 0. Any Monster attacked by this card has its ATK decreased by 500 points until the end of that turn.

### Rock Ogre Grotto #1



Type: Rock  
Attribute: Earth  
Level: 3  
ATK: 800  
DEF: 1,200  
Password: 68846917

**Description:** Protected by a solid body of rock, this Monster throws a bone-shattering punch.

### Rock Ogre Grotto #2



Type: Rock  
Attribute: Earth  
Level: 3  
ATK: 700  
DEF: 1,400  
Password: 62193699

**Description:** A golem formed by boulders, this Monster turns its enemies to stone and crushes them to dust.

### Rock Spirit



Type: Spellcaster  
Attribute: Earth  
Level: 5  
ATK: 1,650  
DEF: 1,900  
Password: 82818645

**Description:** Although it looks weak, this Monster is one of the more powerful boulder spirits.

### Rogue Doll



Type: Spellcaster  
Attribute: Light  
Level: 4  
ATK: 1,600  
DEF: 1,000  
Password: 91939608

**Description:** A deadly doll gifted with mystical power, it is particularly powerful when attacking against dark forces.

### Root Water



Type: Fish  
Attribute: Water  
Level: 3  
ATK: 900  
DEF: 800  
Password: 39004808

**Description:** An amphibian capable of calling up a massive tidal wave from the dark seas to wipe out enemy Monsters.

### Rose Spectre of Dunn



Type: Plant/Fusion  
Attribute: Dark  
Level: 5  
ATK: 2,000  
DEF: 1,800  
Password: 32485271

**Description:** Feral Imp + Snakeyashi.

### Royal Command



Type: Trap/Continuous  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 33950246

**Description:** Negates the activation and the effect of all Flip Effect Monsters.

### Royal Decree



Type: Trap/Continuous  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 51452091

**Description:** As long as this card remains face-up on the Field, the effects of all Trap Cards except this one are deactivated.

### Royal Guard



Type: Machine  
Attribute: Earth  
Level: 6  
ATK: 1,900  
DEF: 2,200  
Password: 39239728

**Description:** A mechanized soldier created to protect royalty.

### Rude Kaiser



Type: Beast-Warrior  
Attribute: Earth  
Level: 5  
ATK: 1,800  
DEF: 1,600  
Password: 26378150

**Description:** With an axe in each hand, this Monster delivers heavy damage.

### Rush Recklessly



Type: Magic/Quick-Play  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 70046172

**Description:** During the turn this card is activated, increase one Monster's ATK by 700 points.



**Ryu-Kishin**

Type:	Fiend
Attribute:	Dark
Level:	3
ATK:	1,000
DEF:	500
Password:	15303296

**Description:** A very elusive creature that looks like a harmless statue until it attacks.

**Ryu-Kishin Powered**

Type:	Fiend
Attribute:	Dark
Level:	4
ATK:	1,600
DEF:	1,200
Password:	24611934

**Description:** A gargoyle enhanced by the powers of darkness. Very sharp talons make it a worthy opponent.

**Ryu-Ran**

Type:	Dragon
Attribute:	Fire
Level:	7
ATK:	2,200
DEF:	2,600
Password:	02964201

**Description:** A vicious little dragon sheltered in an egg that looks deceptively harmless.

**Saber Slasher**

Type:	Machine
Attribute:	Dark
Level:	5
ATK:	1,450
DEF:	1,500
Password:	73911410

**Description:** A lethal engine of destruction that wields a well-honed blade.

**Saggi the Dark Clown**

Type:	Spellcaster
Attribute:	Dark
Level:	3
ATK:	600
DEF:	1,500
Password:	66602787

**Description:** This clown appears from nowhere and executes very strange moves to avoid enemy attacks.

**Salamandra**

Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	32268901

**Description:** A Fire Monster equipped with this card increases its ATK by 700 points.

**Sand Stone**

Type:	Rock
Attribute:	Earth
Level:	5
ATK:	1,300
DEF:	1,600
Password:	7301941

**Description:** Appears from underground and attacks with long snake-like tentacles.

**Sangan**

Type:	Fiend/Eff.
Attribute:	Dark
Level:	3
ATK:	1,000
DEF:	600
Password:	26202165

**Description:** When this card is sent from the Field to the Graveyard, move one Monster with an attack of 1,500 or less from your Deck to your hand. Your Deck is then shuffled.

**Sanga of the Thunder**

Type:	Thunder/Eff.
Attribute:	Light
Level:	3
ATK:	2,600
DEF:	2,200
Password:	N/A

**Description:** Reduce the ATK of an opponent's Monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

**Science Soldier**

Type:	Warrior
Attribute:	Dark
Level:	3
ATK:	800
DEF:	800
Password:	67532912

**Description:** Soldiers equipped with state-of-the-art weaponry to face unknown creatures.

**Scroll of Bewitchment**

Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	10352095

**Description:** You can change the attribute of one Monster Card to any attribute you desire.

**Sea Kamen**

Type:	Aqua
Attribute:	Water
Level:	4
ATK:	1,100
DEF:	1,300
Password:	71746462

**Description:** A merciless Monster that tears opponents to shreds with razor-like claws.

### Sea King Dragon



Type: Sea Serpent  
Attribute: Water  
Level: 6  
ATK: 2,000  
DEF: 1,700  
Password: 23659124

**Description:** Protected by a tough shell, this master of the sea attacks its enemies with toxic bubbles.

### Seal of the Ancients



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 97809599

**Description:** At the cost of 1,000 of your own Life Points, flip all of your opponent's face-down cards face-up. After seeing the cards, return them to their original positions (card effects are not activated).

### Sebek's Blessing



Type: Magic/Quick-Play  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 22537443

**Description:** You can activate this card when your Monster Card inflicts Direct Damage to your opponent's Life Points. Increase your own Life Points by an amount equal to the Direct Damage you inflicted to your opponent.

### Sectarian of Secrets



Type: Spellcaster  
Attribute: Dark  
Level: 2  
ATK: 700  
DEF: 500  
Password: 15307080

**Description:** A Spellcaster that worships the dark, it is served by a sinister hand that drags enemies into oblivion.

### Seiyaryu



Type: Dragon  
Attribute: Light  
Level: 7  
ATK: 2,500  
DEF: 2,300  
Password: N/A

**Description:** A dragon that burns away the wicked with its mystical flame.

### Sengenjin



Type: Beast-Warrior  
Attribute: Earth  
Level: 8  
ATK: 2,750  
DEF: 2,500  
Password: N/A

**Description:** An unstoppable savage that carries a Millennium Item.

### Senju of the Thousand Hands



Type: Fairy/Effect  
Attribute: Light  
Level: 4  
ATK: 1,400  
DEF: 1,000  
Password: 23401839

**Description:** When this card is summoned to the Field (excluding Special Summon), you may move one Ritual Monster Card from your Deck to your hand.

### Serpent Marauder



Type: Reptile  
Attribute: Earth  
Level: 2  
ATK: 700  
DEF: 600  
Password: 82742611

**Description:** A snake with a single eye that can chill the enemy, freezing them on the spot.

### Serpent Night Dragon



Type: Dragon  
Attribute: Dark  
Level: 9  
ATK: 2,350  
DEF: 2,400  
Password: N/A

**Description:** A dragon created from the soul of a wicked knight.

### Seven Tools of the Bandit



Type: Trap/Counter  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 01819470

**Description:** Pay 1,000 of your Life Points to negate the activation of a Trap Card and destroy it.

### Shadow Ghoul



Type: Zombie/Effect  
Attribute: Dark  
Level: 5  
ATK: 1,600  
DEF: 1,300  
Password: 30778711

**Description:** Increase the ATK of this Monster by 100 points for each Monster in your Graveyard.

### Shadow of Eyes



Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 58621589

**Description:** When your opponent Sets a Monster Card in face-down Defense Position, change it to face-up Attack Position. If the Monster Card has a Flip Effect, it is not activated.

**Shadow Specter**

Type: Zombie  
Attribute: Dark  
Level: 1  
ATK: 500  
DEF: 200  
Password: 40575313

**Description:** Powerful in groups, this animal spirit can be found in the wastelands.

**Shadow Spell**

Type: Trap/Continuous  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 29267084

**Description:** Select one of your opponent's face-up Monsters. The ATK of the selected Monster is decreased by 700 points and its battle position cannot be changed. When the Monster is destroyed, this card is also destroyed.

**Share the Pain**

Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 56830749

**Description:** Offer one Monster on your side of the Field as a Tribute. Your opponent must select one Monster on his or her side of the Field and offer it as a Tribute.

**Shield & Sword**

Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 52097679

**Description:** For one turn, each face-up Monster's original ATK becomes its original DEF and vice versa. Monsters summoned after this card's activation are excluded.

**Shining Abyss**

Type: Fairy  
Attribute: Light  
Level: 4  
ATK: 1,600  
DEF: 1,800  
Password: 87303357

**Description:** This Monster employs the powers of both Light and Darkness.

**Shining Fairy**

Type: Fairy/Elect  
Attribute: Light  
Level: 4  
ATK: 1,400  
DEF: 800  
Password: 95956346

**Description:** When this card is sent to the Graveyard as a result of battle, you can select one Light-Type Monster with an ATK of 1,500 or less from your Deck and Special Summon it to the Field in face-up Attack Position (no Tribute is required for Monsters of Level 5 or more). The Deck is then shuffled.

**Shining Friendship**

Type: Fairy  
Attribute: Light  
Level: 4  
ATK: 1,300  
DEF: 1,100  
Password: 82085619

**Description:** The peacemaker among Monsters.

**Shovel Crusher**

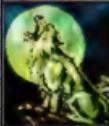
Type: Machine  
Attribute: Earth  
Level: 3  
ATK: 900  
DEF: 1,200  
Password: 71950093

**Description:** Armed with a pair of shovels, this Monster destroys anything that stands in its way.

**Silver Bow and Arrow**

Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 01557499

**Description:** A Fairy-Type Monster equipped with this card increases its ATK and DEF by 300 points.

**Silver Fang**

Type: Beast  
Attribute: Earth  
Level: 3  
ATK: 1,200  
DEF: 800  
Password: 90357090

**Description:** A snow wolf that's beautiful to the eye, but absolutely vicious in battle.

**Sinister Serpent**

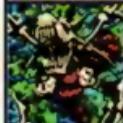
Type: Reptile/Elect  
Attribute: Water  
Level: 1  
ATK: 300  
DEF: 250  
Password: 08131171

**Description:** During your Standby Phase, if a Sinister Serpent exists in your Graveyard, you can return Sinister Serpent to your hand.

**Skelengel**

Type: Fairy/Elect  
Attribute: Light  
Level: 2  
ATK: 400  
DEF: 400  
Password: 60694662

**Description:** Flip Effect: You can draw one card from your Deck.

**Skelgon**


Type: Zombie/Fusion  
Attribute: Dark  
Level: 6  
ATK: 1,700  
DEF: 1,900  
Password: 32355828

**Description:** The Snake Hair + Blackland Fire Dragon.

**Skullbird**


Type: Winged Beast/Fusion  
Attribute: Wind  
Level: 9  
ATK: 1,900  
DEF: 1,700  
Password: 08327462

**Description:** Takuhee + Temple of Skulls.

**Skull Dice**


Type: Trap  
Attribute: Trap  
Level: 10  
ATK: 0  
DEF: 0  
Password: 00126218

**Description:** Roll a die. The result is multiplied by 100 points and subtracted from the ATK and DEF of all Monsters in your opponent's control until the end of your turn.

**Skull Guardian**


Type: Warrior/Ritual  
Attribute: Light  
Level: 7  
ATK: 2,050  
DEF: 2,300  
Password: N/A

**Description:** This Monster is summoned with the Ritual Magic Card, Novox's Prayer. You must also offer Monsters whose total Star Levels equal 7 or more from the Field or your hand as a Tribute.

**Skull Invitation**


Type: Trap/Continuous  
Attribute: Trap  
Level: 10  
ATK: 0  
DEF: 0  
Password: 98139712

**Description:** Every time a card is sent to the Graveyard, inflict 300 points of Direct Damage to its owner's Life Points per card.

**Skull Knight**


Type: Spellcaster/Fusion  
Attribute: Dark  
Level: 9  
ATK: 2,650  
DEF: 2,250  
Password: N/A

**Description:** Tainted Wisdom + Ancient Brain.

**Skull Lair**


Type: Trap/Continuous  
Attribute: Trap  
Level: 10  
ATK: 0  
DEF: 0  
Password: 06733059

**Description:** You can destroy one Monster by removing a number of cards from your Graveyard that is equivalent to the Level of the Monster.

**Skull Mariner**


Type: Warrior  
Attribute: Water  
Level: 4  
ATK: 1,600  
DEF: 900  
Password: 05265750

**Description:** A pirate ship that appears out of the mist and sinks any seagoing vessels.

**Skull Red Bird**


Type: Winged Beast  
Attribute: Wind  
Level: 4  
ATK: 1,550  
DEF: 1,200  
Password: 1022894

**Description:** This Monster swoops down and attacks with a rain of knives stored in its wings.

**Skull Servant**


Type: Zombie  
Attribute: Dark  
Level: 1  
ATK: 300  
DEF: 200  
Password: 32274490

**Description:** A skeletal ghost that isn't strong but can mean trouble in large numbers.

**Skull Stalker**


Type: Warrior  
Attribute: Dark  
Level: 3  
ATK: 900  
DEF: 800  
Password: 54844990

**Description:** Swift and deadly, this Monster grabs victims with its claws and attacks with a poison stinger.

**Sky Dragon**


Type: Dragon  
Attribute: Wind  
Level: 6  
ATK: 1,900  
DEF: 1,800  
Password: 95288024

**Description:** A flying dragon with four wings housing some very dangerous blades.



**Slate Warrior**

Type:	Field/Effect
Attribute:	Wind
Level:	4
ATK:	1,900
DEF:	400
Password:	78636495

**Description:** Rip Effects: Increase the ATK/DEF of this card by 500 points. Any Monster that destroys this card must decrease its ATK and DEF by 500 points.

**Sleeping Lion**

Type:	Beast
Attribute:	Earth
Level:	4
ATK:	700
DEF:	1,700
Password:	40200834

**Description:** A very vicious creature that's best left sleeping.

**Slot Machine**

Type:	Machine
Attribute:	Dark
Level:	7
ATK:	2,000
DEF:	2,300
Password:	03797883

**Description:** The machine's ability is said to vary according to its slot results.

**Snake Fang**

Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	00596051

**Description:** Decrease one selected Monster's DEF by 500 points during the turn this card is activated.

**Snakeyashi**

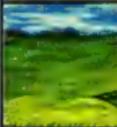
Type:	Plant
Attribute:	Earth
Level:	4
ATK:	1,000
DEF:	1,200
Password:	29802344

**Description:** This Monster is formed by several serpents that break off to individually attack nearby enemies.

**Snatch Steal**

Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	45986603

**Description:** Take control of one of your opponent's Monsters. Your opponent gains 1,000 Life Points at each of their Standby Phases.

**Sogen**

Type:	Magic/Field
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	86318356

**Description:** Increases the ATK and DEF of all Beast-Warrior and Warrior-Type Monsters by 200 points.

**Solemn Judgment**

Type:	Trap/Counter
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	41420027

**Description:** Pay half of your Life Points when your opponent either activates a Magic or Trap Card or summons a Monster (including Special Summon) to negate the action and destroy the cards involved.

**Solemn Wishes**

Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	35146968

**Description:** You gain 500 Life Points when you draw a card (or cards).

**Solitude**

Type:	Beast-Warrior
Attribute:	Earth
Level:	3
ATK:	1,050
DEF:	1,000
Password:	84794011

**Description:** This Beast-Warrior swings a massive scythe that feeds on the souls of the slain.

**Solomon's Lawbook**

Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	23471572

**Description:** Skip your own Standby Phase.

**Sonic Bird**

Type:	Winged Beast/Effect
Attribute:	Wind
Level:	4
ATK:	1,400
DEF:	1,000
Password:	57617178

**Description:** When this card is summoned (excluding Special Summon), you may move one Ritual Magic Card from your Deck to your Hand. The Deck is then shuffled.



### Sonic Maid



Type: Warrior  
Attribute: Earth  
Level: 3  
ATK: 1,200  
DEF: 900  
Password: 38942059

**Description:** A maiden that uses sound to her advantage, she wields a scythe that's shaped like a musical note.

### Sorcerer of the Doomed



Type: Spellcaster  
Attribute: Dark  
Level: 4  
ATK: 1,450  
DEF: 1,200  
Password: 49218300

**Description:** A slave of the dark arts, this sorcerer is a master of life-extinguishing spells.

### Soul Hunter



Type: Fiend/Fusion  
Attribute: Dark  
Level: 6  
ATK: 2,200  
DEF: 1,800  
Password: 72869010

**Description:** Lord of the Lamp + Invader from Another Dimension.

### Soul of Purity and Light



Type: Fairy/Effect  
Attribute: Light  
Level: 5  
ATK: 2,000  
DEF: 1,800  
Password: 77527216

**Description:** Special Summon this card by removing two Light Monsters from your Graveyard. As long as this card remains on the Field, the ATK of all your opponent's Monsters is decreased by 300 points during his or her Battle Phase.

### Soul of the Pure



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 47852924

**Description:** Increases your Life Points by 800 Points.

### Soul Release



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 05758500

**Description:** Select up to five cards from either your or your opponent's Graveyard and remove them from the current Duel.

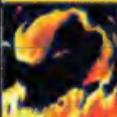
### Souls of the Forgotten



Type: Fiend  
Attribute: Dark  
Level: 2  
ATK: 900  
DEF: 200  
Password: 04920010

**Description:** A wicked spirit created by the hateful souls of those who fell in battle. It grows by assimilating the souls of its enemies.

### Sparks



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 76103675

**Description:** Decreases your opponent's Life Points by 200 points.

### Spear Cretin



Type: Fiend/Effect  
Attribute: Dark  
Level: 2  
ATK: 500  
DEF: 500  
Password: 58551308

**Description:** Flip Effect: After this card is flipped, when it is sent to the Graveyard, both you and your opponent select one Monster from your respective Graveyards and Special Summon it on the Field in face-up Attack Position or face-down Defense Position (no Tribute is required).

### Spellbinding Circle



Type: Trap/Continuous  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 18807108

**Description:** Select one Monster. As long as this card remains face-up on the Field, the Monster cannot attack or change its battle position except by the effect of a Magic, Trap or Effect Monster Card. When the selected Monster is destroyed, this card is also destroyed.

### Spherous Lady



Type: Rock  
Attribute: Earth  
Level: 3  
ATK: 400  
DEF: 1,400  
Password: 32121290

**Description:** Many have been deceived by the beauty of the vampire.

### Spikebot



Type: Machine  
Attribute: Dark  
Level: 3  
ATK: 1,800  
DEF: 1,700  
Password: 87511987

**Description:** A mechanical soldier created by a wicked sorcerer, it attacks with the two steel balls attached to its arms.



**Spiked Snail**

Type: Insect  
Attribute: Dark  
Level: 3  
ATK: 700  
DEF: 1,300  
Password: 98075147

**Description:** A very fast, bipedal snail with a pair of lethal arms.

**Spike Seadra**

Type: Sea Serpent  
Attribute: Water  
Level: 5  
ATK: 1,600  
DEF: 1,300  
Password: 65326399

**Description:** Using the spikes sprouting from its body, this creature stabs its opponents and floods them with electricity.

**Spirit Elimination**

Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 69832741

**Description:** When a Monster is removed from play from the Graveyard, use a Monster Card from your side of the Field as a substitute. This card remains in effect until the end of the turn in which it is activated.

**Spirit Message "A"**

Type: Magic/Permanent  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 9472232

**Description:** This card can only be played on the Field when Destiny Board is active.

**Spirit Message "I"**

Type: Magic/Permanent  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 31893528

**Description:** This card can only be played on the Field when Destiny Board is active.

**Spirit Message "L"**

Type: Magic/Permanent  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 30170981

**Description:** This card can only be played on the Field when Destiny Board is active.

**Spirit Message "N"**

Type: Magic/Permanent  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 67287533

**Description:** This card can only be played on the Field when Destiny Board is active.

**Spirit of Flames**

Type: Pyro/Effect  
Attribute: Fire  
Level: 4  
ATK: 1,700  
DEF: 1,000  
Password: 13527325

**Description:** Special Summon this card by removing one Fire-Type Monster from your Graveyard. During your Battle Phase, the ATK of this Monster increases by 300 points.

**Spirit of the Books**

Type: Winged Beast  
Attribute: Wind  
Level: 4  
ATK: 1,400  
DEF: 1,200  
Password: 14037717

**Description:** This wise spirit dwells in books, using its accumulated knowledge to defeat enemies.

**Spirit of the Breeze**

Type: Fairy/Effect  
Attribute: Wind  
Level: 3  
ATK: 0  
DEF: 1,800  
Password: 53530069

**Description:** As long as this card remains on the Field in face-up Attack Position, you gain 1,000 Life Points in each of your Standby Phases.

**Spirit of the Harp**

Type: Fairy  
Attribute: Light  
Level: 4  
ATK: 800  
DEF: 2,000  
Password: 80770678

**Description:** A spirit that soothes the soul with the music of its heavenly harp.

**Spirit of the Mountain**

Type: Spellcaster  
Attribute: Earth  
Level: 5  
ATK: 1,300  
DEF: 1,800  
Password: 34690519

**Description:** Those who hear the whistle of this creature suffer a heavy power loss.

### Spirit of the Winds



Type: Spellcaster  
Attribute: Wind  
Level: 5  
ATK: 1,700  
DEF: 1,400  
Password: 54615781

**Description:** A spirit of the wind that calls up a storm when it's in a bad mood.

### Spiritualism



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 15855454

**Description:** Return one Magic or Trap Card on your opponent's side of the Field to his or her hand. This card cannot be negated or deactivated by any other card.

### Stain Storm



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 21123861

**Description:** Destroys all Machine-Type Monsters on the Field.

### St. Joan



Type: Fairy/Fusion  
Attribute: Light  
Level: 7  
ATK: 2,800  
DEF: 2,000  
Password: 21175632

**Description:** The Forgiving Maiden + Marie the Fallen One.

### Star Boy



Type: Aqua/Effect  
Attribute: Water  
Level: 2  
ATK: 550  
DEF: 500  
Password: 08201910

**Description:** As long as this card remains face-up on the Field, increase the ATK of all Water-Type Monsters by 500 points and decrease the ATK of all Fire-Type Monsters by 400 points.

### Steel Ogre Grotto #1



Type: Machine  
Attribute: Earth  
Level: 5  
ATK: 1,800  
DEF: 1,800  
Password: 29172562

**Description:** A steel idol worshipped in the Land of Machines.

### Steel Ogre Grotto #2



Type: Machine  
Attribute: Earth  
Level: 6  
ATK: 1,900  
DEF: 2,000  
Password: 90908427

**Description:** A mechanized iron doll with tremendous strength.

### Steel Scorpion



Type: Machine/Effect  
Attribute: Earth  
Level: 1  
ATK: 250  
DEF: 300  
Password: 13599884

**Description:** A non-Machine-Type Monster attacking Steel Scorpion is destroyed at the end of your opponent's third turn after the attack.

### Steel Shell



Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 02370081

**Description:** A Water Monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

### Stim-Pack



Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 83225447

**Description:** A Monster equipped with this card increases its ATK by 700 points. Its ATK is then decreased by 200 points at each of its Standby Phases.

### Stone Armadillller



Type: Rock  
Attribute: Earth  
Level: 3  
ATK: 800  
DEF: 1,200  
Password: 63432835

**Description:** With a body armored by rock-hard fur, this Monster features excellent defense capabilities.

### Stone O.



Type: Rock  
Attribute: Earth  
Level: 7  
ATK: 2,000  
DEF: 2,300  
Password: 68171737

**Description:** A dragon formed by huge boulders that are also used to attack the enemy.



**Stone Ghost**

Type:	Rock
Attribute:	Earth
Level:	4
ATK:	1,200
DEF:	1,000
Password:	72269672

**Description:** With a head that erupts when angered, this Monster launches a dangerous shower of boulders.

**Stone Ogre Grotto**

Type:	Rock
Attribute:	Earth
Level:	5
ATK:	1,600
DEF:	1,500
Password:	15023985

**Description:** A behemoth shaped by giant boulders.

**Stop Defense**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	63102017

**Description:** Select one of your opponent's Monsters and switch it to Attack Position. If the card is face-down, flip it face-up. If the card has a Flip Effect, it is activated immediately.

**Stuffed Animal**

Type:	Warrior
Attribute:	Earth
Level:	3
ATK:	1,200
DEF:	900
Password:	71068263

**Description:** It may look like a harmless stuffed animal, but its zipper mouth deals a deadly bite.

**Succubus Knight**

Type:	Warrior
Attribute:	Dark
Level:	5
ATK:	1,650
DEF:	1,300
Password:	55291359

**Description:** An unworthy warrior wizard adept in casting bone-chilling spells.

**Suijin**

Type:	Aqua/Effect
Attribute:	Water
Level:	7
ATK:	2,500
DEF:	2,400
Password:	N/A

**Description:** Reduce the ATK of an opponent's Monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

**Summoned Skull**

Type:	Fiend
Attribute:	Dark
Level:	6
ATK:	2,500
DEF:	1,200
Password:	70781052

**Description:** A fiend with the dark powers for confusing the enemy. Among the Fiend-Type Monsters, this Monster boasts considerable force.

**Summoner of Illusions**

Type:	Spells/Caster/Effect
Attribute:	Light
Level:	3
ATK:	800
DEF:	900
Password:	14644902

**Description:** Flip Effect: Offer one of your Monster Cards as a Tribute (not this one). You can Special Summon one Fusion Monster Card from your Fusion Deck. The Fusion Monster is destroyed at the end of the turn.

**Super War-Lion**

Type:	Beast/Ritual
Attribute:	Earth
Level:	7
ATK:	2,300
DEF:	2,100
Password:	N/A

**Description:** This Monster is summoned with the Ritual Magic Card, War-Lion Ritual. You must also offer Monsters whose total Star Levels equal 7 or more from the Field or your hand as a Tribute.

**Supply**

Type:	Warrior/Effect
Attribute:	Earth
Level:	4
ATK:	1,300
DEF:	800
Password:	44072894

**Description:** Flip Effect: Return two Fusion-Material Monsters that were sent to the Graveyard as a result of a Fusion Summon to your hand.

**Supporter in the Shadows**

Type:	Warrior
Attribute:	Earth
Level:	3
ATK:	1,000
DEF:	1,000
Password:	41422426

**Description:** A cute little elf that hides in the shadows and provides spiritual support.

**Swamp Battleguard**

Type:	Warrior/Effect
Attribute:	Earth
Level:	5
ATK:	1,800
DEF:	1,500
Password:	40453765

**Description:** Increase the ATK of this Monster by 500 points for every face-up Lava Battleguard on your side of the Field.



### Sword Arm of Dragon



Type: Dinosaur  
Attribute: Earth  
Level: 6  
ATK: 1,750  
DEF: 2,030  
Password: 13069066

**Description:** Its body is covered in sword-like thorns, and nothing dares stand in the way of this charging Monster.

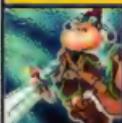
### Sword of Deep-Seated



Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 98495314

**Description:** A Monster Card equipped with this card increases its ATK and DEF by 500 points. When this card is sent to the Graveyard, place it on top of your Deck.

### Swordsman of Landstar



Type: Warrior  
Attribute: Earth  
Level: 8  
ATK: 500  
DEF: 1,200  
Password: 03573512

**Description:** An amateur with a sword, this fairy warrior relies on its mysterious powers.

### Synchar



Type: Beast  
Attribute: Earth  
Level: 3  
ATK: 1,600  
DEF: 900  
Password: 75646173

**Description:** This two-headed creature spits laser blasts at its enemies.

### Sword Hunter



Type: Warrior/Elect  
Attribute: Earth  
Level: 7  
ATK: 2,450  
DEF: 1,700  
Password: 51345461

**Description:** A Monster destroyed by this card becomes an Equip Magic Card. Equip Sword Hunter with the card to increase the ATK of this Monster by 200 points. The equipped card remains on the Field until this card is destroyed.

### Sword of Dragon's Soul



Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 61405855

**Description:** This card can only be used to equip a Warrior-Type Monster, increasing its ATK by 200 points. Any Dragon-Type Monster battling a Monster equipped with this card is automatically destroyed at the end of a Battle Phase, regardless of ATK/DEF. (Damage calculations are applied normally.)

### Swords of Revealing Light



Type: Magic  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 72302403

**Description:** Counting from your opponent's turn, none of your opponent's Monsters can attack for three turns of his or her own. When this card is activated, opponent's face-down Monsters at that time are turned face-up, but remain in Defense Position. Any effects the Monsters may have are immediately activated.

### Tailor of the Fickle



Type: Magic/Quick-Play  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 43641473

**Description:** Select one Equip Card and switch it to another correct target.

### Sword of Dark Destruction



Type: Magic/Equip  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 37120512

**Description:** A Dark-Type Monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

### Swordsman from a Foreign Land



Type: Warrior/Elect  
Attribute: Earth  
Level: 8  
ATK: 250  
DEF: 250  
Password: 85255550

**Description:** A Monster attacked by this card is destroyed at the End Phase of the fifth turn after the attack.

### Swordstalker



Type: Warrior  
Attribute: Dark  
Level: 6  
ATK: 2,000  
DEF: 1,600  
Password: 50005633

**Description:** A Monster formed by the vengeful souls of those who passed away in battle.

### Tainted Wisdom



Type: Fiend/Effect  
Attribute: Dark  
Level: 6  
ATK: 1,250  
DEF: 800  
Password: 28725004

**Description:** When this card is changed from Attack Position to Defense Position, shuffle your own Deck.

<p><b>Takriminos</b></p>  <p>Type: Sea Serpent Attribute: Water Level: 4 ATK: 1,500 DEF: 1,200 Password: 44073668</p> <p><b>Description:</b> A member of a race of sea serpents that freely travels through the sea.</p>	<p><b>Takuhee</b></p>  <p>Type: Winged Beast Attribute: Wind Level: 4 ATK: 1,450 DEF: 1,000 Password: 03170832</p> <p><b>Description:</b> This bird is known far and wide as a harbinger of doom.</p>	<p><b>Tao the Chanter</b></p>  <p>Type: Spellcaster Attribute: Earth Level: 3 ATK: 1,200 DEF: 900 Password: 46247516</p> <p><b>Description:</b> Master of Yin and Yang, this wizard handles a delicate balance of spells and counter spells.</p>
<p><b>Tatsunootoshigo</b></p>  <p>Type: Beast Attribute: Earth Level: 3 ATK: 1,350 DEF: 1,600 Password: 47922711</p> <p><b>Description:</b> A stallion-fish that races across the ocean floor.</p>	<p><b>Temple of Skulls</b></p>  <p>Type: Zombie Attribute: Dark Level: 4 ATK: 900 DEF: 1,300 Password: 00732302</p> <p><b>Description:</b> A mysterious temple of skulls and bones that sucks in the unwary.</p>	<p><b>Tenderness</b></p>  <p>Type: Fairy Attribute: Light Level: 3 ATK: 700 DEF: 1,400 Password: 57935140</p> <p><b>Description:</b> An adorable fairy that celebrates the gift of love.</p>
<p><b>Tentacle Plant</b></p>  <p>Type: Plant Attribute: Water Level: 3 ATK: 500 DEF: 600 Password: 60715406</p> <p><b>Description:</b> This monster reaches out with a long blue tentacle and grabs anything that wanders nearby.</p>	<p><b>Terra the Terrible</b></p>  <p>Type: Fiend Attribute: Dark Level: 4 ATK: 1,200 DEF: 1,300 Password: 63308047</p> <p><b>Description:</b> Known as a swamp dweller, this creature is a minion of the dark forces.</p>	<p><b>That Which Feeds on Life</b></p>  <p>Type: Fiend Attribute: Dark Level: 3 ATK: 1,200 DEF: 1,000 Password: 52367652</p> <p><b>Description:</b> A monster that feeds on the energy of other creatures.</p>
<p><b>The 13th Grave</b></p>  <p>Type: Zombie Attribute: Dark Level: 3 ATK: 1,200 DEF: 900 Password: 00032864</p> <p><b>Description:</b> A zombie that suddenly appears from plot #13—an empty grave.</p>	<p><b>The All-Seeing White Tiger</b></p>  <p>Type: Beast Attribute: Mind Level: 3 ATK: 1,300 DEF: 500 Password: 32269855</p> <p><b>Description:</b> A proud ruler of the jungle that some fear and others respect.</p>	<p><b>The Bewitching Phantom Thief</b></p>  <p>Type: Spellcaster Attribute: Dark Level: 2 ATK: 700 DEF: 700 Password: 24348204</p> <p><b>Description:</b> An elegant thief with a black cloak that charms its enemies.</p>

**The Bistro Butcher**


Type:	Fiend/Effect
Attribute:	Dark
Level:	4
ATK:	1,600
DEF:	1,000
Password:	71107816

**Description:** When this card inflicts damage on your opponent, your opponent must draw two cards from his or her Deck.

**The Cheerful Coffin**


Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	41142615

**Description:** You can discard up to three Monster Cards from your hand to the Graveyard.

**The Dark Door**


Type:	Magic/Permanent
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	30606547

**Description:** Players can only attack with one Monster during their respective Battle Phases.

**The Drdek**


Type:	Fiend
Attribute:	Dark
Level:	3
ATK:	700
DEF:	800
Password:	08944575

**Description:** A bipedal eyeball that seldom misses an enemy with its lethal talons.

**The Earl of Demise**


Type:	Fiend
Attribute:	Dark
Level:	3
ATK:	2,000
DEF:	700
Password:	66986964

**Description:** This gentlemanly creature is extremely wicked, feared by man and fiend alike.

**The Emperor's Holiday**


Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	68400115

**Description:** Deactivates the effects of all Equip Cards.

**The Eye of Truth**


Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	34694160

**Description:** As long as this card remains face-up on the Field, your opponent must show his or her hand. Your opponent increases his or her Life Points by 1,000 points at each of his or her Standby Phases if he/she has a Magic Card in his or her hand.

**The Fiend Megacyber**


Type:	Warrior/Effector
Attribute:	Dark
Level:	6
ATK:	2,200
DEF:	1,200
Password:	66362965

**Description:** If your opponent has two or more Monsters on the Field than you, you can summon this card without offering any Tributes.

**The Forceful Sentry**


Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	42829885

**Description:** Look at your opponent's hand, then select one card and return it to his or her Deck. The Deck is then shuffled.

**The Forgiving Maiden**


Type:	Fairy/Effector
Attribute:	Light
Level:	4
ATK:	850
DEF:	2,000
Password:	84080938

**Description:** If this card is face-up, offer it as a Tribute to return to your hand one Monster destroyed in battle this turn.

**The Furious Sea King**


Type:	Aqua
Attribute:	Aqua
Level:	3
ATK:	800
DEF:	700
Password:	18710707

**Description:** Grand King of the Seven Seas, he's able to summon massive tidal waves to drown the enemy.

**The Gross Ghost of Fleed Dreams**


Type:	Fiend
Attribute:	Dark
Level:	4
ATK:	3,300
DEF:	1,800
Password:	68049471

**Description:** This Monster feeds on the dreams of an unwary sleeper, dragging the victim into eternal slumber.



**The Immortal of Thunder**

Type: Thunder/Effect  
Attribute: Light  
Level: 4  
ATK: 1,500  
DEF: 1,300  
Password: 84926738

**Description:** Rip Effect: You gain 3,000 Life Points. After this card is flipped, you lose 5,000 Life Points when it is sent from the Field to the Graveyard.

**The Inexperienced Spy**

Type: Magic  
Attribute: Magic  
Level: 4  
ATK: —  
DEF: —  
Password: 81820689

**Description:** Select and see one card in your opponent's hand.

**The Judgment Hand**

Type: Warrior  
Attribute: Earth  
Level: 3  
ATK: 1,000  
DEF: 700  
Password: 28003512

**Description:** An all-powerful hand that delivers ruthless attacks.

**The Last Warrior from Another Planet**

Type: Warrior/Fusion  
Attribute: Earth  
Level: 7  
ATK: 2,350  
DEF: 2,300  
Password: 86099788

**Description:** Zomyra the Dark + Marvoluta: When this card is Special Summoned, destroy all of your Monsters on the Field. As long as this card remains on the Field, neither you nor your opponent can summon a Monster (including Flip Summon or Special Summon).

**The Legendary Fisherman**

Type: Warrior/Effect  
Attribute: Water  
Level: 5  
ATK: 1,850  
DEF: 1,600  
Password: 03643300

**Description:** When Umi is face-up on the Field, this card is unaffected by any Magic Cards and cannot be attacked by your opponent's Monsters.

**The Little Swordsman of Aile**

Type: Warrior/Effect  
Attribute: Water  
Level: 3  
ATK: 800  
DEF: 1,300  
Password: 25109950

**Description:** Offer one Monster on your side of the Field as a Tribute to increase this Monster's ATK by 700 points until the end of the turn.

**The Masked Beast**

Type: Fiend/Ritual  
Attribute: Dark  
Level: 8  
ATK: 3,200  
DEF: 1,800  
Password: 49054413

**Description:** This Monster is summoned with the Ritual Magic Card, Curse of the Masked Beast. You must also offer Monsters whose total Star Levels equal 8 or more from the Field or your hand as a Tribute.

**The Melting Red Shadow**

Type: Aqua  
Attribute: Water  
Level: 2  
ATK: 500  
DEF: 700  
Password: 98898173

**Description:** This Monster melts away to materialize under its enemies, taking them by surprise.

**The Portrait's Secret**

Type: Fiend  
Attribute: Earth  
Level: 4  
ATK: 1,200  
DEF: 1,500  
Password: 32541773

**Description:** A portrait cursed by the artist; it is said to bring ill fortune to anyone who owns it.

**The Regulation of Tribe**

Type: Trap/Continuous  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 00296499

**Description:** Select one Type of Monster. Any Monster of the selected Type cannot attack. To keep this card in effect, you must offer one Monster from the Field as a Tribute at each of your Standby Phases. If you cannot, this card is destroyed.

**The Reliable Guardian**

Type: Magic/Quick-Play  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 16430187

**Description:** During the turn this card is activated, increase one Monster's DEF by 700 points.

**The Rock Spirit**

Type: Rock/Effect  
Attribute: Earth  
Level: 4  
ATK: 1,700  
DEF: 1,000  
Password: 76105618

**Description:** Special Summon this card by removing one Earth-Type Monster from your Graveyard. The ATK of this Monster increases by 300 points during your opponent's Battle Phase.

### The Shadow Who Controls the Dark



Type: Fiend  
Attribute: Dark  
Level: 3  
ATK: 800  
DEF: 700  
Password: 63125676

**Description:** A shadow that dwells in the dark, paralyzing its opponents and rendering them harmless.

### The Statue of Easter Island



Type: Rock  
Attribute: Earth  
Level: 4  
ATK: 1,100  
DEF: 1,400  
Password: 10262698

**Description:** A stone monument from Easter Island that launches laser blasts from its rock-hewn lips.

### The Unfriendly Amazon



Type: Warrior/Effect  
Attribute: Earth  
Level: 4  
ATK: 2,000  
DEF: 1,000  
Password: 65475294

**Description:** At each of your Standby Phases, offer one of your Monsters on the Field as a Tribute. If you cannot do so, destroy this card.

### The Wicked Worm Beast



Type: Beast/Effect  
Attribute: Earth  
Level: 3  
ATK: 1,400  
DEF: 700  
Password: 06285791

**Description:** This card is returned to your hand at the end of your turn.

### The Shallow Grave



Type: Magic  
Attribute: Magic  
Level: 1  
ATK: —  
DEF: —  
Password: 43434803

**Description:** Each player takes one Monster Card from his or her respective Graveyard and Special Summon them on the Field in face-down Defensive Position.

### The Stern Mystic



Type: Spellcaster/Effect  
Attribute: Light  
Level: 4  
ATK: 1,500  
DEF: 1,200  
Password: 87557188

**Description:** Flip Effect: All face-down cards on the Field are turned face-up, and then returned to their original positions. No card effects are activated when cards are turned face-up.

### The Unhappy Maiden



Type: Spellcaster/Effect  
Attribute: Light  
Level: 1  
ATK: 0  
DEF: 100  
Password: 51275027

**Description:** When this card is sent to the Graveyard as a result of battle, The Battle Phase for that turn ends immediately.

### Thousand Dragon



Type: Dragon/Fusion  
Attribute: Wind  
Level: 7  
ATK: 2,400  
DEF: 2,000  
Password: N/A

**Description:** Time Wizard + Baby Dragon.

### The Snake Hair



Type: Zombie  
Attribute: Dark  
Level: 4  
ATK: 1,500  
DEF: 1,200  
Password: 29491031

**Description:** A Monster with a head of poisonous snakes. One look from this Monster can turn an opponent to stone.

### The Thing That Hides in the Mud



Type: Rock  
Attribute: Earth  
Level: 8  
ATK: 1,200  
DEF: 1,300  
Password: 18180762

**Description:** This Monster melts its way underground to attack enemies from below.

### The Wandering Doomed



Type: Zombie  
Attribute: Dark  
Level: 2  
ATK: 800  
DEF: 600  
Password: 9378854

**Description:** A zombie that wanders the edges of the Netherworld.

### Thousand-Eyes Idol



Type: Spellcaster  
Attribute: Dark  
Level: 1  
ATK: 0  
DEF: 0  
Password: 27125110

**Description:** A wicked entity that controls the hearts of men; its thousand eyes are able to see and expand the negative influences in an individual's soul.

**Thousand-Eyes Restrict**

Type:	SpellsCaster/Fusion
Attribute:	Dark
Level:	—
ATK:	0
DEF:	0
Password:	63519819

**Description:** A眼睛 = A Thousand-Eyes. Assuming this card remains face-up on the Field, after Monsters cannot change their positions or attack. This Monster has an effect on the ATK and DEF of one opponent's Monsters. If this card is sent to the Graveyard, the ATK and DEF of 2 of 3 Total the selected Monster as an Fusion Magic Card and use it to equip Thousand-Eyes Restrict. You may use this effect only once per turn and can't equip Thousand-Eyes Restrict with only 1 Monster at a time.

**Thousand Knives**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	63391643

**Description:** If you have Dark Magician face-up on your side of the Field, you can destroy one of your opponent's Monsters.

**Three-Headed Geedo**

Type:	Fiend
Attribute:	Dark
Level:	4
ATK:	1,200
DEF:	1,400
Password:	78423643

**Description:** A three-headed nocturnal Monster that is absolutely ruthless when fighting.

**Three-Legged Zombies**

Type:	Zombie
Attribute:	Dark
Level:	—
ATK:	1,100
DEF:	800
Password:	33734439

**Description:** A pair of friendly skeletons, lean and fat, that travel with extreme difficulty.

**Thunder Dragon**

Type:	Thunder/Effect
Attribute:	Light
Level:	5
ATK:	1,600
DEF:	1,500
Password:	31786629

**Description:** Discard the card from your hand to the Graveyard to add up to two Thunder Dragon Cards from your Deck to your Hand. Your Deck is then shuffled. This effect is activated only during a Main Phase.

**Tiger Axe**

Type:	Beast-Warrior
Attribute:	Earth
Level:	4
ATK:	1,300
DEF:	1,100
Password:	49791927

**Description:** A fast and powerful axe-wielding Beast-Warrior.

**Time Seal**

Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	35316708

**Description:** Your opponent skips the Draw Phase of his or her next turn.

**Time Wizard**

Type:	SpellsCaster/Effect
Attribute:	Light
Level:	2
ATK:	500
DEF:	400
Password:	71625222

**Description:** Toss a coin and call heads or tails. If you call it right, your opponent's Monsters on the Field are destroyed. If you call it wrong, your own Monsters on the Field are destroyed and you lose Life Points equal to half the total ATK of the destroyed Monsters. This card can be used only during your own turn, once per turn.

**Toad Master**

Type:	Water
Attribute:	Water
Level:	3
ATK:	1,000
DEF:	1,000
Password:	62671448

**Description:** A hermit frog that has been in existence for thousands of years, it attacks with tadpoles.

**Togek**

Type:	Beast
Attribute:	Earth
Level:	3
ATK:	1,600
DEF:	1,800
Password:	33878931

**Description:** An agile Monster that rolls up to ram its opponents.

**Toll**

Type:	Magic/Permanent
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	82003859

**Description:** As long as this card remains face-up on the Field, both you and your opponent must pay 500 Life Points per Monster to attack.





### Tomozaurus



Type: Dinosaur  
Attribute: Earth  
Level: 4  
ATK: 1,350  
DEF: 400  
Password: 46457856

**Description:** Small but vicious, this Monster even attacks its own kind.

### Tongyo



Type: Fish  
Attribute: Water  
Level: 4  
ATK: 1,350  
DEF: 800  
Password: 69572024

**Description:** This Monster captures other fish with its long tongue and sucks the energy out of them.

### Toon Alligator



Type: Reptile  
Attribute: Water  
Level: 4  
ATK: 800  
DEF: 1,600  
Password: 59383041

**Description:** An alligator Monster straight from the cartoons.

### Toon Mermaid



Type: Aqua/Effect  
Attribute: Water  
Level: 4  
ATK: 1,400  
DEF: 1,500  
Password: 65458948

**Description:** This card cannot be summoned unless Toon World is on the Field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this Monster attacks. When Toon Mermaid is destroyed, this card is also destroyed. If your opponent doesn't control a Toon Monster on the Field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon Monster is on your opponent's side of the Field, your attacks must target the Toon Monster.

### Toon Summoned Skull



Type: Fiend/Effect  
Attribute: Dark  
Level: 6  
ATK: 2,500  
DEF: 1,200  
Password: 91842653

**Description:** This card cannot be summoned unless Toon World is on the Field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this Monster attacks. When Toon World is destroyed, this card is also destroyed. If your opponent doesn't control a Toon Monster on the Field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon Monster is on your opponent's side of the field, your attacks must target the Toon Monster.

### Toon World



Type: Magic/Permanent  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 15259703

**Description:** Activate this card by paying 1,000 of your Life Points.

### Toriike



Type: Beast  
Attribute: Earth  
Level: 4  
ATK: 1,200  
DEF: 600  
Password: 80813021

**Description:** Although it's a poor defender, this Monster's sharp horn gives it an edge when attacking.

### Tornado Bird



Type: Winged Beast/Effect  
Attribute: Wind  
Level: 4  
ATK: 1,100  
DEF: 1,000  
Password: 7283180

**Description:** Flip Effect: Return two Magic or Trap Cards on the Field to their owners' hands.

### Tornado Wall



Type: Trap/Continuous  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 18605135

**Description:** As long as Umi remains face-up on the Field, any damage this Monster takes is reduced to 0. This card is destroyed when Umi is removed from the Field.

### Torrential Tribute



Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 53582587

**Description:** You can activate this card when a Monster is summoned [Flip Summon and Special Summon included]. Destroy all Monsters on the Field.

### Total Defense Shogun



Type: Warrior/Effect  
Attribute: Dark  
Level: 6  
ATK: 1,550  
DEF: 2,500  
Password: 75372290

**Description:** When this card is summoned (excluding Special Summon), it is placed on the Field in Defense Position. This card can attack without being shifted to Attack Position. Damage results are calculated normally.

### Trakadon



Type: Dinosaur  
Attribute: Earth  
Level: 8  
ATK: 8,300  
DEF: 800  
Password: 42348802

**Description:** A tiger-striped dragon that is often seen racing across the wasteland at tremendous speeds.





### Turu-Purun



Type:	Aqua
Attribute:	Water
Level:	3
ATK:	450
DEF:	500
Password:	59053232

**Description:** A strange, one-eyed Monster that can fell an enemy with a single stab of its spear.

### Twin-Headed Fire Dragon



Type:	Pyro
Attribute:	Fire
Level:	6
ATK:	2,200
DEF:	1,700
Password:	78984772

**Description:** Two dragons fused as one from the effects of the Big Bang.

### Twin-Headed Thunder Dragon



Type:	Thunder/Fusion
Attribute:	Light
Level:	7
ATK:	2,800
DEF:	2,100
Password:	54752875

**Description:** Thunder Dragon + Thunder Dragon.

### Twin Long Rods #1



Type:	Aqua
Attribute:	Water
Level:	3
ATK:	900
DEF:	700
Password:	29692206

**Description:** With whip-like arms, this creature can attack enemies from a distance.

### Twin Long Rods #2



Type:	Aqua
Attribute:	Water
Level:	3
ATK:	850
DEF:	700
Password:	78984772

**Description:** An amphibious creature with two whip-like tails.

### Two-Headed King Rex



Type:	Dinosaur
Attribute:	Earth
Level:	4
ATK:	1,600
DEF:	1,200
Password:	94119974

**Description:** A powerful Monster whose two heads attack as one.

### Two-Mouth Darkruler



Type:	Dinosaur
Attribute:	Earth
Level:	3
ATK:	900
DEF:	700
Password:	57305373

**Description:** A dinosaur with two deadly jaws; it stores electricity in its horn and releases high voltage bolts from the mouth on its back.

### Two-Pronged Attack



Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	83887306

**Description:** Select and destroy two of your Monsters and one of your opponent's Monsters.

### Tyhone



Type:	Winged Beast
Attribute:	Wind
Level:	4
ATK:	1,200
DEF:	1,400
Password:	72882070

**Description:** Capable of firing cannonballs from its mouth for long-range attacks; this creature is particularly effective in mountain battles.

### Tyhone #2



Type:	Dragon
Attribute:	Fire
Level:	6
ATK:	1,200
DEF:	1,900
Password:	56789759

**Description:** A crimson dragon that spits fireballs to create a blazing sea of fire.

### Type Zero Magic Crusher



Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	21237481

**Description:** For each Magic Card that you discard from your hand, inflict 500 points of Direct Damage to your opponent's Life Points.

### UFO Turtle



Type:	Machine/Effect
Attribute:	Fire
Level:	4
ATK:	1,400
DEF:	1,200
Password:	60806437

**Description:** When this card is sent to the Graveyard as a result of battle, you may select one Fire-Type Monster with an ATK of 1,500 or less from your Deck and Special Summon it to the Field in face-up Attack Position (no Tribute required for Monsters of Level 5 or higher). The Deck is then shuffled.

**Ultimate Offering**

Type:	Trap/Continuous
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	80604091

**Description:** At the cost of 500 Life Points per Monster, a player is allowed an extra Normal Summon or Set.

**Umi**

Type:	Magic/Field
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	22702055

**Description:** Increases the ATK and DEF of all Fish-, Sea Serpent-, Thunder-, and Aqua-Type Monsters by 200 points. Also decreases the ATK and DEF of all Machine- and Pyro-Type Monsters by 200 points.

**Umiiruka**

Type:	Magic/Field
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	82999629

**Description:** Increases the ATK of all Water-Type Monsters by 500 points and decreases their DEF by 400 points.

**United We Stand**

Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	56747793

**Description:** For every face-up Monster you control, increase the ATK and DEF of Monsters equipped with this card by 800 points.

**Unknown Warrior of Fiend**

Type:	Warrior
Attribute:	Dark
Level:	3
ATK:	1,000
DEF:	500
Password:	97360116

**Description:** The speed of this Warrior creates an intense vacuum that can slice through a Monster's hide.

**Upstart Goblin**

Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	70368879

**Description:** Draw one card from your Deck. Your opponent gains 1,000 Life Points.

**Uraby**

Type:	Dinosaur
Attribute:	Earth
Level:	4
ATK:	1,500
DEF:	800
Password:	01784619

**Description:** Fast on its feet, this dinosaur nips enemies to shreds with its sharp claws.

**Ushi Oni**

Type:	Fiend
Attribute:	Dark
Level:	6
ATK:	2,150
DEF:	1,950
Password:	48649353

**Description:** A bull fiend restored by the dark arts, this Monster appears out of a jar.

**Valkyriion the Magna Warrior**

Type:	Rock/Effect
Attribute:	Earth
Level:	8
ATK:	3,500
DEF:	3,850
Password:	75347539

**Description:** You may Special Summon this card by offering Alpha The Magnet Warrior, Beta The Magnet Warrior, and Gamma The Magnet Warrior from your hand or the Field as a Tribute. If Alpha The Magnet Warrior, Beta The Magnet Warrior, and Gamma The Magnet Warrior are in your Graveyard, you can offer this card as a tribute to Special Summon these 3 cards to the Field.

**Vengeful Bog Spirit**

Type:	Magic/Permanent
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	95220856

**Description:** No Monster on the Field can attack in the same turn that it is summoned (includes Flip Summon and Special Summon).

**Vermillion Sparrow**

Type:	Pyro/Fusion
Attribute:	Fire
Level:	3
ATK:	1,900
DEF:	1,500
Password:	35752363

**Description:** Rhaimudos of the Red Sword + Fireyarou.

**Versago the Destroyer**

Type:	Fiend/Effect
Attribute:	Dark
Level:	3
ATK:	1,100
DEF:	900
Password:	50259460

**Description:** You can substitute this card for any one Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monster in the current Fusion.



### Vile Germs



Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	39774685

**Description:** A Plant-Type Monster equipped with this card increases its ATK and DEF by 300 points.

### Violent Rain



Type:	Aqua
Attribute:	Water
Level:	4
ATK:	1,550
DEF:	800
Password:	94042337

**Description:** This Monster can call up sudden torrents of battering rain.

### Violet Crystal



Type:	Magic/Equip
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	15052462

**Description:** A Zombie-Type Monster equipped with this card increases its ATK and DEF by 300 points.

### Vishwar Randi



Type:	Warrior
Attribute:	Dark
Level:	3
ATK:	900
DEF:	200
Password:	78556320

**Description:** This lady warrior with unquenchable bloodthirst serves the forces of darkness.

### Vorse Raider



Type:	Beast-Warrior
Attribute:	Dark
Level:	4
ATK:	1,900
DEF:	1,200
Password:	14898066

**Description:** The axe in the hand of this evil animal has tasted the blood of many Monsters.

### Waboku



Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	12607053

**Description:** Any damage inflicted by an opponent's Monster is decreased to 0 during the turn this card is activated.

### Wall of Illusion



Type:	Field/Effect
Attribute:	Dark
Level:	4
ATK:	1,000
DEF:	1,850
Password:	13945283

**Description:** The Monster attacking this card is returned to its owner's hand. Any damage resulting from the attack is calculated normally.

### Wall Shadow



Type:	Warrior/Effect
Attribute:	Dark
Level:	9
ATK:	1,600
DEF:	3,000
Password:	N/A

**Description:** You cannot Normal Summon this Monster. This card can only be Special Summoned by offering Labyrinth Wall equipped with Magical Labyrinth as a Tribute. No other Tribute Monsters are necessary.

### War-Lion Ritual



Type:	Magic/Ritual
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	N/A

**Description:** This card is used to summon Super War-Lion. You must also offer Monsters whose total Field Levels equal 6 or more as a Tribute from the Field or your hand.

### Warrior Elimination



Type:	Magic
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	90873992

**Description:** Destroys all Warrior-Type Monsters on the Field.

### Warrior of Tradition



Type:	Warrior/Fusion
Attribute:	Earth
Level:	6
ATK:	1,900
DEF:	1,700
Password:	56413937

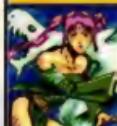
**Description:** Sonic Maid + Beautiful Headhuntress.

### Wasteland



Type:	Magic/Field
Attribute:	Magic
Level:	—
ATK:	—
DEF:	—
Password:	23424603

**Description:** Increases the ATK and DEF of Dinosaur-, Zombie-, and Rock-Type Monsters by 200 points.

**Waterdragon Fairy**

Type: Aqua  
Attribute: Water  
Level: 3  
ATK: 1,100  
DEF: 700  
Password: 66836598

**Description:** A water fairy that is said to be able to summon a giant sea serpent.

**Water Element**

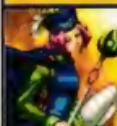
Type: Aqua  
Attribute: Water  
Level: 3  
ATK: 900  
DEF: 700  
Password: 03732747

**Description:** A spirit that dwells in water, this creature generates a mist to cloud the vision of foes.

**Water Girl**

Type: Aqua  
Attribute: Water  
Level: 4  
ATK: 1,250  
DEF: 1,000  
Password: 55014050

**Description:** A lovely lady who can launch water projectiles that turn into lethal ice spikes before they reach an opponent.

**Water Magician**

Type: Aqua  
Attribute: Water  
Level: 4  
ATK: 1,400  
DEF: 1,000  
Password: 93343894

**Description:** This Monster swamps an opponent with an almost endless supply of water.

**Water Omotics**

Type: Aqua  
Attribute: Water  
Level: 4  
ATK: 1,400  
DEF: 1,200  
Password: 02483611

**Description:** Transforms the water overflowing from a jar into attacking dragons.

**Weather Control**

Type: Fairy  
Attribute: Light  
Level: 2  
ATK: 600  
DEF: 400  
Password: 37243151

**Description:** This creature controls the weather and is often the cause of mountain storms.

**Weather Report**

Type: Aqua/Effect  
Attribute: Water  
Level: 4  
ATK: 950  
DEF: 1,500  
Password: 72053645

**Description:** Flip Effect: Destroys all opponent's face-up Swords of Revealing Light on the Field. If Swords of Revealing Light is destroyed, you can perform your Battle Phase twice this turn (or your next turn, if activated during opponent's turn).

**Wetha**

Type: Aqua  
Attribute: Water  
Level: 3  
ATK: 1,000  
DEF: 900  
Password: 96643568

**Description:** A spirit that controls the rain and is capable of summoning hurricanes to blow the enemy away.

**Whiptail Crow**

Type: Fiend  
Attribute: Dark  
Level: 4  
ATK: 1,650  
DEF: 1,600  
Password: 91996584

**Description:** Attacks from the skies with a whip-like tail.

**White Dolphin**

Type: Fish  
Attribute: Water  
Level: 2  
ATK: 500  
DEF: 400  
Password: 92409659

**Description:** A white dolphin with a horn that summons huge tidal waves.

**White Hole**

Type: Trap  
Attribute: Trap  
Level: —  
ATK: —  
DEF: —  
Password: 43487744

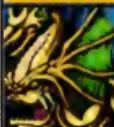
**Description:** When your opponent plays Dark Hole, the Monsters on your side of the Field are not destroyed.

**White Magical Hat**

Type: Spellcaster/Effect  
Attribute: Light  
Level: 3  
ATK: 1,000  
DEF: 700  
Password: 15150365

**Description:** When this card inflicts damage to your opponent's Life Points, one card must be discarded randomly from your opponent's hand to the Graveyard.



**Wicked Dragon with the Ersatz Head**


Type:	Dragon
Attribute:	Wind
Level:	3
ATK:	900
DEF:	900
Password:	02957055

**Description:** A two-headed dragon with a pair of jaws that can tear an enemy to shreds.

**Wicked Mirror**


Type:	Fiend
Attribute:	Dark
Level:	2
ATK:	700
DEF:	600
Password:	15150371

**Description:** A wicked mirror that hypnotizes enemies, diverting attacks from their intended targets.

**Widespread Ruin**

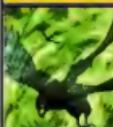

Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	77754944

**Description:** When your opponent attacks with a Monster, destroy his or her Attack Position Monster with the highest ATK.

**Wil mee**


Type:	Beast
Attribute:	Earth
Level:	4
ATK:	1,000
DEF:	1,200
Password:	92391084

**Description:** A rabid rabbit that tears its way through opposition with its sharp claws.

**Windstorm of Etaqua**


Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	59744639

**Description:** Shift the position of all your opponent's face-up Monster Cards on the Field to the opposite position (Defense Position to Attack Position or vice versa).

**Wing Eagle**


Type:	Winged Beast
Attribute:	Wind
Level:	3
ATK:	1,800
DEF:	1,500
Password:	47319141

**Description:** The flying creature never misses an intended target.

**Winged Cleaver**


Type:	Insect
Attribute:	Earth
Level:	2
ATK:	700
DEF:	700
Password:	39175982

**Description:** Few can withstand the scythe-like arms of this creature.

**Winged Dragon, Guardian of the Fortress #1**


Type:	Dragon
Attribute:	Wind
Level:	4
ATK:	1,400
DEF:	1,200
Password:	87796900

**Description:** This Monster's wings are capable of generating tornadoes.

**Winged Dragon, Guardian of the Fortress #2**


Type:	Winged Beast
Attribute:	Wind
Level:	4
ATK:	1,200
DEF:	1,000
Password:	57405307

**Description:** A dragon commonly found guarding mountain fortresses. Its signature attack is a sweeping dive from out of the blue.

**Winged Egg of New Life**


Type:	Fairy
Attribute:	Light
Level:	3
ATK:	1,400
DEF:	1,700
Password:	42418084

**Description:** Legend has it that this creature can foretell the births of children.

**Wing Egg Elf**


Type:	Fairy
Attribute:	Light
Level:	3
ATK:	600
DEF:	1,300
Password:	98582704

**Description:** This fairy in an eggshell uses massive wings to blow back almost any projectile attack.

**Wings of Wicked Flame**


Type:	Pyro
Attribute:	Fire
Level:	2
ATK:	700
DEF:	600
Password:	92944626

**Description:** Crimson wings of fire make this a very lethal creature.

**Wingweaver**

Type:	Fairy
Attribute:	Light
Level:	7
ATK:	2,750
DEF:	2,400
Password:	31447217

**Description:** A six-winged fairy who prays for peace and hope.

**Witch of the Black Forest**

Type:	Spells/Effect
Attribute:	Dark
Level:	4
ATK:	1,100
DEF:	1,200
Password:	78010363

**Description:** When this card is sent from the Field to the Graveyard, move one Monster with a DEF of 1,500 or less from your Deck to your hand. Your Deck is then shuffled.

**Witch's Apprentice**

Type:	Spells/Effect
Attribute:	Dark
Level:	2
ATK:	550
DEF:	500
Password:	80741828

**Description:** As long as this card remains face-up on the Field, increase the ATK of all Dark-Type Monsters by 500 points and decrease the ATK of all Light-Type Monsters by 400 points.

**Witty Phantom**

Type:	Fiend
Attribute:	Dark
Level:	4
ATK:	1,400
DEF:	1,300
Password:	36304921

**Description:** Dressed in a night-black tuxedo, this creature presides over the darkness.

**Wodan the Resident of the Forest**

Type:	Warrior/Effect
Attribute:	Earth
Level:	3
ATK:	900
DEF:	1,200
Password:	42883273

**Description:** Increase this card's ATK by 100 points for every Plant-Type Monster that is face-up on the Field.

**Wolf**

Type:	Beast
Attribute:	Earth
Level:	3
ATK:	1,200
DEF:	800
Password:	49417509

**Description:** A rare wolf that can follow the slightest scent of an enemy.

**Wood Clown**

Type:	Warrior
Attribute:	Earth
Level:	3
ATK:	800
DEF:	1,200
Password:	17511156

**Description:** A creature with a wicked smile and a lethal sickle.

**Wood Remains**

Type:	Zombie
Attribute:	Dark
Level:	3
ATK:	1,000
DEF:	900
Password:	17733394

**Description:** A living corpse of wood re-animated by the powers of darkness.

**World Suppression**

Type:	Trap
Attribute:	Trap
Level:	—
ATK:	—
DEF:	—
Password:	12253117

**Description:** You can activate this card when a Field Magic Card is activated. Negate the Field Magic Card during the turn this card is activated.

**Worm Drake**

Type:	Reptile
Attribute:	Earth
Level:	4
ATK:	1,400
DEF:	1,500
Password:	73216412

**Description:** Once this Monster wraps itself around a victim, there is no escape.

**Wow Warrior**

Type:	Fish
Attribute:	Water
Level:	4
ATK:	1,250
DEF:	900
Password:	69750536

**Description:** A fish with arms, legs, and some very sharp teeth.

**Wretched Ghost of the Attic**

Type:	Fiend
Attribute:	Dark
Level:	2
ATK:	550
DEF:	400
Password:	17238333

**Description:** A harmless Monster found in just about any attic.



### Yado Karu



Type: Aqua/Effect  
Attribute: Water  
Level: 4  
ATK: 900  
DEF: 1,700  
Password: 29380133

**Description:** When this card is changed from Defense Position to Attack Position, you can place any number of cards from your hand and the bottom of your Deck in any order you desire.

### Yalba Robo



Type: Machine  
Attribute: —  
Level: 4  
ATK: 1,000  
DEF: 1,300  
Password: 10315429

**Description:** A cubical machine equipped with cutting blades for shredding an opponent to mincemeat.

### Yamadron



Type: Dragon  
Attribute: Fire  
Level: 5  
ATK: 1,600  
DEF: 1,800  
Password: 70345785

**Description:** This Monster has three fire-breathing heads and can form a sea of blazing flames.

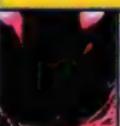
### Yamatano Dragon Scroll



Type: Dragon  
Attribute: Wind  
Level: 2  
ATK: 800  
DEF: 300  
Password: 76704943

**Description:** A dragon from the very scroll in which it was depicted.

### Yami



Type: Magic/Field  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: 59197169

**Description:** Increases the ATK and DEF of all Fiend- and Spellcaster-Type Monsters by 200 points. Also decreases the ATK and DEF of all Fairy-Type Monsters by 200 points.

### Yaranzo



Type: Zombie  
Attribute: Dark  
Level: 4  
ATK: 1,300  
DEF: 1,500  
Password: 71280811

**Description:** A treasure box containing a Monster that attacks any unwary bandit.

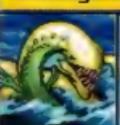
### Yashinoki



Type: Plant  
Attribute: Earth  
Level: 1  
ATK: 800  
DEF: 600  
Password: 41061625

**Description:** An intelligent palm tree that drops a hail of rock-hard coconuts on its enemies.

### Yormungarde



Type: Reptile  
Attribute: Earth  
Level: 3  
ATK: 1,200  
DEF: 900  
Password: 17115745

**Description:** An extremely long snake that dwells in the world of myth.

### Zanki



Type: Warrior  
Attribute: Earth  
Level: 3  
ATK: 1,500  
DEF: 1,700  
Password: 30090452

**Description:** His swiftly drawn blade delivers quick and fatal damage.

### Zarigun



Type: Aqua  
Attribute: Water  
Level: 2  
ATK: 600  
DEF: 700  
Password: 10598400

**Description:** A lethal crawfish with extremely dangerous claws.

### Zera Ritual



Type: Magic/Ritual  
Attribute: Magic  
Level: —  
ATK: —  
DEF: —  
Password: N/A

**Description:** This card is used to summon Zera The Mant. You must also offer Monsters whose total Star Levels equal 8 or more as a Tribute from the Field or your hand.

### Zera The Mant



Type: Fiend/Ritual  
Attribute: Dark  
Level: 8  
ATK: 2,800  
DEF: 2,900  
Password: N/A

**Description:** This Monster is summoned with the Ritual Magic Card, Zera Ritual. You must also offer Monsters whose total Star Levels equal 7 or more from the Field or your hand as a Tribute.



<b>Zoa</b>  Type: Fiend Attribute: Dark Level: 1 ATK: 2,600 DEF: 1,900 Password: 24311372	<b>Zombie Warrior</b>  Type: Zombie/Fusion Attribute: Dark Level: 1 ATK: 1,200 DEF: 900 Password: 31339260	<b>Zombyra the Dark</b>  Type: Warrior/Effect Attribute: Dark Level: 8 ATK: 2,100 DEF: 500 Password: 88472456	
<b>Description:</b> A Monster whose full potential can be achieved when outfitted with Metalmorph.		<b>Description:</b> Skull Servant + Battle Warrior.	<b>Description:</b> This card cannot attack a player directly. Each time it destroys a Monster in battle, the card's ATK decreases by 200 points.

<b>Zone Eater</b>  Type: Aqua/Effect Attribute: Water Level: 1 ATK: 250 DEF: 200 Password: 86100785
--

**Description:** A Monster attacked by this card will be destroyed at the End Phase of the fifth turn after the attack.



## Booster Packs

**G**etting new cards is one of the most rewarding aspects of Dueling in *Stairway to the Destined Duel*. Getting the cards you want is even better. To improve your chances of doing that, we've listed all the cards available in all the game's booster packs. We also included the unlock conditions for the secret booster packs. Remember that every time you choose a booster pack, you get a random draw of five of the cards available in the pack.

## Starting Booster Packs

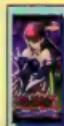
### Black Luster Soldier

Beasty Mirror Ritual  
Black Luster Ritual  
Black Luster Soldier  
Chakra  
Fiend's Mirror  
Fortress Whale  
Fortress Whale's Oath  
Javelin Beetle  
Javelin Beetle Pact  
Novox's Prayer  
Resurrection of Chakra  
Skull Guardian  
Super War-Lion  
War-Lion Ritual  
Zera Ritual  
Zera The Mant



### Cyber Harpie

Ancient Elf  
Ancient Lizard Warrior  
Armored Lizard  
Barrel Lily  
Bottom Dweller  
Breath of Light  
Crawling Dragon  
D. Human  
Dark Assailant  
Deepsea Shark  
Destroyer Golem  
Dokuroizo the Grim Reaper  
Doma The Angel of Silence  
Electric Lizard  
Elegant Egotist  
Eradicating Aerosol  
Eternal Draught  
Fiend Reflection #1  
Flame Viper  
Great Bill  
Ground Attacker Bugroth  
Harpie Lady  
Harpie Lady Sisters  
Hunter Spider  
Kaminiari Attack  
Kattapillar  
Kojikocy  
Magician of Faith  
Mask of Darkness  
Mega Thunderball  
Morinphen



Nekogai #1  
Octubear  
Ogre of the Black Shadow  
Petit Moth  
Pragtical  
Right Leg of the Forbidden One  
Rock Ogre Grotto #1  
Stain Storm  
Steel Scorpion  
Summoned Skull  
Tao the Chanter  
Tongyo  
Trakodon  
Trent  
Warrior Elimination  
Water Girl  
Water Omotics  
Winged Dragon, Guardian of the Fortress #1



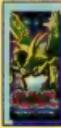
### Gate Guardian Trio

Acid Crawler  
Anti Raigeki  
Armored Rat  
Armored Zombie  
B. Skull Dragon  
Big Eye  
Bio Plant  
Blast Juggler  
Call of the Dark  
Change of Heart  
Crow Goblin  
Dark Rabbit  
Dark Shade  
Disk Magician  
Dungeon Worm  
Empress Judge  
Feral Imp  
Hibikiime  
Hyo  
Hyosube  
Jinzo #7  
Killer Needle  
Legihul  
Leogun  
Magical Ghost  
Masked Sorcerer  
Master & Expert  
Mystic Lamp  
Ooguchi  
Pale Beast  
Queen's Double  
Rainbow Flower  
Roaring Ocean Snake  
Rose Spectre of Dunn  
Rude Kaiser  
Snakeyashi  
Soul Release  
The Cheerful Coffin  
The Thing That Hides in the Mud  
Toad Master  
Tribute to The Doomed  
Unknown Warrior of Fiend  
White Magical Hat  
Wing Egg Elf  
Yabba Robo



**Great Moth**

Air Eater  
Baby Dragon  
Battle Steer  
Blackland Fire Dragon  
Bladefly  
Blue-Winged Crown  
Bolt Escargot  
Burglar  
Cannon Soldier  
Cyber Commander  
Dice Armadillo  
Dragon Piper  
Flame Cerebrus  
Giant Scorpion of the Tundra  
Giga-tech Wolf  
Gilia the D. Knight  
Gokibore  
Griffore  
Guardian of the Labyrinth  
Horn Imp  
Horn of Heaven  
Hoshinigen  
Ice Water  
Kanikabuto  
Lady of Faith  
Laughing Flower  
Little Chimera  
Lord of Zemia  
Magic Jammer  
Milus Radiant  
Muka Muka  
Musician King  
Nekogal #2  
Niwatori  
Polymerization  
Prisman  
Protector of the Throne  
Punished Eagle  
Sangan  
Sea King Dragon  
Seven Tools of the Bandit  
Shadow Ghoul  
Shovel Crusher  
Solemn Judgment  
Star Boy  
Tendermess  
Thousand Dragon  
Torike  
Violent Rain  
Witch of the Black Forest  
Witch's Apprentice

**Launcher Spider**

7 Colored Fish  
Akakiensu  
Ancient Tool  
Arlownay  
Arma Knight  
B. Dragon Jungle King  
Barrel Dragon  
Block Attack  
Catapult Turtle  
Clown Zombie  
Crazy Fish  
Cyber Saurus  
Cyber Soldier  
Dark Chimera  
Dark Elf  
Fiend Sword  
Gatekeeper  
Germ Infection  
Ghoul with an Appetite  
Giganto  
Hero of the East  
Illusionist Faceless Mage  
Kuriboh  
Labyrinth Tank  
Launcher Spider  
Lava Battleguard  
Mirror Force  
Monstrous Bird  
Mushroom Man #2  
Mystic Horseman  
Paralyzing Potion  
Pendulum Machine  
Prevent Rat  
Princess of Tsurugi  
Rabid Horseman  
Robbin' Goblin  
Royal Guard  
Saber Slasher  
Saggi the Dark Clown  
Shield & Sword  
Swamp Battleguard  
Sword of Deep-Seated  
The Immortal of Thunder  
The Unhappy Maiden  
Thunder Dragon  
Togex  
Toon Alligator  
Tremendous Fire  
Twin-Headed Thunder Dragon  
Waterragon Fairy  
Zanki

**Mystical Elf**

Armail  
Blue-Eyed Silver Zombie  
Claw Reacher  
Curse of Dragon  
Dark Energy  
De-Spell  
Dover  
Dragoness the Wicked Knight  
Enchanting Mermaid  
Final Flame  
Goblin's Secret Remedy  
Hard Armor  
Holograh  
Kamionwizard  
Karbonara Warrior  
Kumootoko  
Larvas  
Laser Cannon Armor  
Machine Conversion Factory  
Man Eater  
Mavelus  
Meda Bal  
Monster Reborn  
M-Warrior #1  
M-Warrior #2  
Mystical Elf  
One-Eyed Shield Dragon  
Raise Body Heat  
Solidute  
Split of the Harp  
Stone Armadiller  
Supporter in the Shadows  
Swords of Revealing Light  
Terra the Terrible  
The Bewitching Phantom Thief  
Typhone  
Uraby  
Vile Germs  
Wood Remains  
Zombie Warrior

**Red-Eyes B. Dragon**

Aikithron  
Amsatsu  
Anthroaurus  
Armed Ninja  
Armed Starfish  
Barox  
Beaver Warrior  
Binding Chain  
Darkholm Thorns  
Dragon Treasure  
Drooling Lizard  
Eldeen  
Electro-Whip  
Fireyarou  
Flower Wolf  
Follow Wind  
Frenzied Panda  
Gaia the Dragon Champion  
Ganigumo  
Giant Mech-Soldier  
Giant Soldier of Stone  
Gravedigger Ghoul  
Hane-Hane  
Kamakiriman  
Left Leg of the Forbidden One  
Lesser Dragon  
Mabarel  
Man-Eater Bug  
Metal Dragon  
Misurizume  
Mystical Moon  
Pot of Greed  
Rare Fish  
Reaper of the Cards  
Red-Eyes B. Dragon  
Rogue Doll  
Sand Stone  
Silver Bow and Arrow  
Stelengel  
Skull Red Bird  
Skull Stalker  
Sleeping Lion  
Spike Seadra  
Steel Ogre Grotto #1  
Stop Defense  
Succubus Knight  
The Wandering Doomed  
Tripwire Beast  
Witty Phantom  
Wretched Ghost of the Attic



## Hidden Booster Packs

### Blue-Eyes Ultimate Dragon



**Unlock Condition:**  
Appears after you  
win a weekend  
Championship  
tournament.

Blue-Eyes Ultimate Dragon  
Dark Magic Ritual  
Firewing Pegasus  
Magician of Black Chaos  
Meteor B. Dragon  
Meteor Dragon  
Sengenjin  
Serpent Night Dragon  
Tri-Horned Dragon

### Graceful Charity



**Unlock Condition:**  
Appears after every  
three-game winning  
streak. Disappears if  
you lose.

Amphibious Bugroth  
Axe Raider  
Bear Soldier  
Beastking of the Swamps  
Beautiful Headhunress  
Blue Medicine  
Brachio-raids  
Burning Spear  
Call of the Grave  
Cockroach Knight  
Corroding Shark  
Crawling Dragon #2  
Crimson Sunbird  
Cyber Soldier of Darkworld  
Cyber-Stein  
Dark-Piercing Light  
Dragon Seeker  
Dragon Zombie  
Elf's Light  
Exile of the Wicked  
Fairy of the Fountain  
Faith Bird  
Fusion Sage  
Garroozis  
Gemini Elf  
Giant Flea

Giant Red Seasnake  
Goddess with the Third Eye  
Graceful Charity  
Grekkappa  
Gust Fan  
Hercules Beetle  
Hourglass of Courage  
Kaiyu-Shin  
Kaiser Dragon  
Kuwagata A  
Kwagah Hercules  
Last Day of Witch  
Lord of the Lamp  
Machine King  
Magic Thom  
Maiden of the Moonlight  
Mechanicalhazer  
Monster Eye  
Morphing Jar  
Mystical Sheep #1  
Needle Ball  
Needle Worm  
Oscillo Hero  
Oscillo Hero #2  
Parrot Dragon  
Patrol Robo  
Penguin Soldier  
Queen of Autumn Leaves  
Raimei  
Restructer Revolution  
Royal Decree  
Shining Friendship  
Sky Dragon  
Sonic Maid  
Soul Hunter  
Soul of the Pure  
Spirit of the Books  
Steel Shell  
Takuhee  
The Judgment Hand  
The Statue of Easter Island  
The Wicked Worm Beast  
Tiger Axe  
Total Defense Shogun  
Turtle Bird  
Two-Headed King Rex  
Ushi Oni  
Versago the Destroyer  
Warrior of Tradition  
Water Magician  
White Hole  
Wing Eagle  
Winged Dragon, Guardian of the  
Fortress #2  
Wodan the Resident of the Forest  
Wow Warrior

### Barrel Dragon



**Unlock Condition:**  
Appears once you  
have a Barrel Dragon  
in your Trunk.

7 Colored Fish  
Ancient Brain  
Baby Dragon  
Barrel Dragon  
Battle Steer  
Bickuribox  
Blackland Fire Dragon  
Bladefly  
Block Attack  
Blue-Winged Crown  
Cannon Soldier  
Catapult Turtle  
Crass Clown  
Cyber Saurus  
Dark Elf  
Dragon Piper  
Dream Clown  
Flame Cerebrus  
Garmen Elefantis  
Gazelle the King of Mythical Beasts  
Germ Infection  
Giga-tech Wolf  
Giltia the D. Knight  
Gryphon Wing  
Guardian of the Labyrinth  
Heavy Storm  
Horn of Heaven  
Hoshinigen  
Illusion Faceless Mage  
Insect Soldiers of the Sky  
Jellyfish  
Jirai Gumo  
King of Yamimakai  
Kuriboh  
Labyrinth Tank

Lady of Faith  
Launcher Spider  
Lava Battleguard  
Little Chimera  
Magic Jammer  
Milus Radiant  
Mirror Force  
Muka Muka  
Mushroom Man #2  
Musician King  
Mystic Horseman  
Niwatori  
Paralyzing Potion  
Prevent Rat  
Princess of Tsurugi  
Protector of the Throne  
Punished Eagle  
Rabid Horseman  
Robbin' Goblin  
Ryu-Kishin Powered  
Saggi the Dark Clown  
Sangan  
Seven Tools of the Bandit  
Shadow Ghoul  
Share the Pain  
Shield & Sword  
Skull Knight  
Solemn Judgment  
Star Boy  
Stim-Pack  
Swamp Battleguard  
Sword of Deep-Seated  
Tainted Wisdom  
The Bistro Butcher  
The Immortal of Thunder  
The Little Swordsman of Aile  
The Unhappy Maiden  
Thousand Dragon  
Thunder Dragon  
Time Wizard  
Tremendous Fire  
Twin-Headed Thunder Dragon  
Witch of the Black Forest  
Witch's Apprentice  
Yado Karu



**B. Skull Dragon**

**Unlock Condition:**  
Appears once you  
have a Red-Eyes  
Dragon in your  
Trunk.

Ancient Elf  
Ancient Lizard Warrior

Armored Lizard

Armored Zombie

B. Skull Dragon

Big Eye

Blast Juggler

Bottom Dweller

Change of Heart

Crawling Dragon

Deepsea Shark

Destroyer Golem

Disk Magician

Dorma The Angel of Silence

Electric Lizard

Elegant Egotist

Empress Judge

Feral Imp

Ground Attacker Bugroth

Harpie Lady

Harpie Lady Sisters

Hibikime

Hunter Spider

Hyosube

jinzo #7

Kamimari Attack

Killer Needle

Kojikocy

Leglith

Leogun

Magician of Faith

Mask of Darkness

Masked Sorcerer

Mega Thunderball

Morinphen

Mystic Lamp

Ocubeam

Ooguchi

Pale Beast

Petit Moth

Queen's Double

Rainbow Flower

Roaring Ocean Snake

Rock Ogre Grotto #1

Soul Release

Steel Scorpion

Summoned Skull

The Cheerful Coffin

Tongyo

Trent

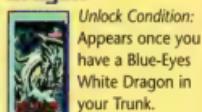
Tribute to The Doomed

Water Omotis

White Magical Hat

Winged Dragon, Guardian of the

Fortress #1

**Blue-Eyes White Dragon**

**Unlock Condition:**  
Appears once you  
have a Blue-Eyes  
White Dragon in  
your Trunk.

Aqua Madoor

Basic Insect

Beast Fangs

Blue-Eyes White Dragon

Book of Secret Arts

Celtic Guardian

Charubim the Fire Knight

Dark Gray

Dark Hole

Dark King of the Abyss

Dark Magician

Darkfire Dragon

Dissoloverock

Dragon Capture Jar

Fiend Reflection #2

Firegrass

Fissure

Flame Ghost

Flame Manipulator

Flame Swordsman

Forest

Fusionist

Gaia The Fierce Knight

Green Phantom King

Hinotama

Hinotama Soul

Hitotsu-Me Giant

Kagemusha of the Blue Flame

King Fog

Kurama

Legendary Sword

Mammoth Graveward

Masaki the Legendary Swordsman

Monster Egg

Mountain

Mystical Sheep #2

Nemuriko

Petit Angel

Petit Dragon

Polymerization

Power of Kaishin

Raigeki

Ray & Temperature

Red Medicine

Remove Trap

Root Water

Silver Fang

Skull Servant

Sogen

Sparks

The 13th Grave

The Furious Sea King

Trap Hole

Trial of Nightmare



Turtle Tiger

Two-Mouth Darkruler

Two-Pronged Attack

Umi

Violet Crystal

Wasteland

Yami

Hane-Hane

Hard Armor

Karbonala Warrior

Kumootoko

Lanvas

Laser Cannon Armor

Left Arm of the Forbidden One

Left Leg of the Forbidden One

Lesser Dragon

Machine Conversion Factory

Man Eater

Man-Eater Bug

Meda Bat

Metal Dragon

Misaluzame

Monster Reborn

M-Warrior #1

M-Warrior #2

Mystical Elf

Mystical Moon

One-Eyed Shield Dragon

Pot of Greed

Raise Body Heat

Reaper of the Cards

Red-Eyes B. Dragon

Right Arm of the Forbidden One

Right Leg of the Forbidden One

Sand Stone

Silver Bow and Arrow

Skull Red Bird

Spike Seadra

Spirit of the Harp

Steel Ogre Grotto #1

Stop Defense

Succubus Knight

Swords of Revealing Light

Terra the Terrible

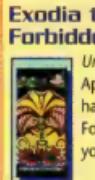
Tripwire Beast

Typhone

Uraby

Vile Germs

Witty Phantom



**Unlock Condition:**  
Appears once you  
have an Exodia the  
Forbidden One in  
your Trunk.

Armill

Armed Ninja

Armed Starfish

Beaver Warrior

Curse of Dragon

Dark Energy

Darkworld Thorns

De-Spell

Dragon Treasure

Dragoness the Wicked Knight

Drooling Lizard

Electro-Whip

Enchanting Mermaid

Exodia the Forbidden One

Final Flame

Fireyaro

Flower Wolf

Follow Wind

Frenzied Panda

Gaia the Dragon Champion

Giant Soldier of Stone

Goblin's Secret Remedy

Gravedigger Ghoul



## Pink Millennium Eye



**Unlock Condition:**  
Appears once you have 500 cards in your Trunk.

Acid Trap Hole  
Appropriate  
Armored Glass  
Attack and Receive  
Backup Soldier  
Bell of Destruction  
Blind Destruction  
Call of The Haunted  
Castle Walls  
Destruction Punch  
Driving Snow  
Dust Tornado  
Enchanted Javelin  
Fairy Box  
Gift of The Mystical Elf  
Graverobber's Retribution  
Horn of Heaven  
House of Adhesive Tape  
Imperial Order  
Infinite Dismissal  
Jam Defender  
Jar of Greed  
Just Desserts  
Light of Intervention  
Magic-Arm Shield  
Magic Cylinder  
Mask of Restrict  
Mask of Weakness  
Metalmorph  
Michizure  
Mirror Force  
Mirror Wall  
Negative Attack  
Numerous Healer  
Respect Play  
Reverse Trap  
Robbin' Goblin  
Seven Tools of the Bandit  
Skill Dice  
Skill Invitation  
Solemn Wishes  
Solomon's Lawbook  
Spellbinding Circle  
The Emperor's Holiday  
Time Seal  
Tornado Wall

Torrential Tribute  
Two-Pronged Attack  
Ultimate Offering  
Waboku  
White Hole  
Windstorm of Etaqua  
World Suppression

## Green Millennium Eye



**Unlock Condition:**  
Appears once you have 1,000 cards in your Trunk.

Black Pendant  
Blue Medicine  
Burning Land  
Chain Energy  
Confiscation  
Curse of the Masked Beast  
Dark-Piercing Light  
Darkness Approaches  
Elegant Egotist  
Forest  
Fortress Whale's Oath  
Fusion Sage  
Garma Sword Oath  
Graceful Charity  
Graceful Dice  
Ground Collapse  
Heavy Storm  
Horn of Light  
Horn of the Unicorn  
Invigoration  
Javelin Beetle Pact  
Last Day of Witch  
Legendary Sword  
Machine Conversion Factory  
Malevolent Nuzzler  
Mask of Brutality  
Mesmeric Control  
Mooyan Curry  
Mystic Box  
Mystic Plasma Zone  
Nobleman of Crossout  
Novox's Prayer  
Offerings to the Doomed  
Painful Choice  
Polymerization  
Power of Kaishin  
Prohibition  
Raigeiki

Resurrection of Chakra  
Red Medicine  
Remove Trap  
Seal of the Ancients  
Silver Bow and Arrow  
Sogen  
Soul Release  
Spirit Message "A"  
Spirit Message "I"  
Spirit Message "L"  
Spirit Message "N"  
Sword of Deep-Seated  
Sword of Dragon's Soul  
The Cheerful Coffin  
The Reliable Guardian  
Umirruka  
United We Stand  
Violet Crystal  
Zera Ritual

## Yellow Millennium Eye



**Unlock Condition:**  
Appears only after you defeat both targets of Target Week.

All cards in the game are available from this pack.

## Relinquished



**Unlock Condition:**  
Appears after you reach 5,000 points.

Ameba  
Ancient One of the Deep Forest  
Axe of Despair  
Black Illusion Ritual  
Black Pendant  
Chain Energy  
Chorus of Sanctuary  
Confiscation  
Curse of Fiend  
Dark Witch  
Darkness Approaches  
Delinquent Duo  
Electric Snake  
Final Destiny  
Fire Kraken  
Giant Trunade  
Giant Turtle Who Feeds on Flames  
Gravekeeper's Servant  
Griggle  
Guardian of the Throne Room  
High Tide Gyojin  
Hiro's Shadow Scout  
Horn of Light  
Invader of the Throne

Liquid Beast  
Maha Vallo  
Malevolent Nuzzler  
Mechanical Snail  
Metal Fish  
Minar  
Mystical Space Typhoon  
Painful Choice  
Peacock  
Penguin Knight  
Queen Bird  
Red Archery Girl  
Relinquished  
Rush Recklessly  
Slot Machine  
Snake Fang  
Snatch Steal  
Spellbinding Circle  
The Forceful Sentry  
The Reliable Guardian  
Toll  
Tyhone #2  
Upstart Goblin  
Weather Report  
Whiptail Crow

## Toon Blue-Eyes White Dragon



**Unlock Condition:**  
Appears after you reach 10,000 points.

Banisher of the Light  
Blue-Eyes Toon Dragon  
Boar Soldier  
Ceremonial Bell  
Commencement Dance  
Crab Turtle  
Cyber Jar  
Dark Zebra  
Ealgaboon  
Eternal Rest  
Flash Assailant  
Flying Kamakiri #1  
Gaia Power  
Giant Germ  
Giant Rat  
Hamburger Recipe  
Horn of the Unicorn  
House of Adhesive Tape  
Hungry Burger  
Hyozanryu  
Jigen Bakudan  
Karate Man  
Labyrinth Wall  
Luminous Spark  
Magical Labyrinth  
Manga Ryu-Ran  
Megamorph  
Messenger of Peace  
Molten Destruction  
Mother Grizzly  
Mystic Plasma Zone  
Mystic Tomato



Nimble Momonga  
Octoberser  
Performance of Sword  
Psychic Kappa  
Rising Air Current  
Ryu-Ran  
Senju of the Thousand Hands  
Shining Fairy  
Sonic Bird  
Spear Cretin  
Stone Ogre Grotto  
Toon Mermaid  
Toon Summoned Skull  
Toon World  
Turtle Oath  
Twin Long Rods #2  
UFO Turtle  
Umiruuka  
Wall Shadow

**Buster Blader**

 **Unlock Condition:**  
Appears after you  
reach 20,000 points.

7 Completed  
Appropriate  
Armored Glass  
Backup Soldier  
Buster Blader  
Call Of The Haunted  
Ceasefire  
Chain Destruction  
Cyber Falcon  
Darkfire Soldier #1  
Darkfire Soldier #2  
DNA Surgery

Driving Snow  
Dust Tornado  
Earthshaker  
Enchanted Javelin  
Flame Champion  
Flying Kamakiri #2  
Forced Requisition  
Gift of the Mystical Elf  
Graverobber  
Gust  
Harpie's Brother  
Imperial Order  
Inspection  
Jinzo  
Lightforce Sword  
Light of Intervention  
Magical Hats  
Major Riot  
Metal Detector  
Mirror Wall  
Morphing Jar #2  
Mr. Volcano  
Mystic Probe  
Nobleman of Crossout  
Nobleman of Extermination  
Numinous Healer  
Parasite Paracide  
Premature Burial  
Prohibition  
Respect Play  
Solomon's Lawbook  
Steel Ogre Grotto #2  
The Eye of Truth  
The Regulation of Tribe  
The Shallow Grave  
Three-Headed Geedo  
Time Seal  
Twin-Headed Fire Dragon  
World Suppression

**The Legendary Fisherman**

**Unlock Condition:**  
Appears after you  
reach 30,000 points.

4-Starred Ladybug of Doom  
Attack and Receive  
Bite Shoes  
Bombardment Beetle  
Bubonic Vermin  
Burning Land  
Cold Wave  
Dark Bat  
Deepsea Warrior  
Dimensionhole  
Dokuryouiba  
Fairy Meteor Crush  
Gamble  
Gearfried the Iron Knight  
Girochin Kuwagata  
Goblin Attack Force  
Gradlus  
Gravity Bind  
Ground Collapse  
Hayabusa Knight  
Infinite Dismissal  
Insect Barrier  
Insect Imitation  
Island Turtle  
Limiter Removal  
Mad Sword Beast  
Michizure  
Minor Goblin Official  
Monster Recovery  
Ori Tank T-34  
Override  
Rain of Mercy  
Science Soldier  
Shadow of Eyes  
Skull Invitation  
Skull Mariner  
Solemn Wishes  
Souls of the Forgotten  
Spikebot  
Sword Hunter  
The All-Seeing White Tiger  
The Fiend Megacyber  
The Legendary Fisherman  
Thousand-Eyes Idol  
Type Zero Magic Crusher  
Wingweaver

**Millennium Necklace**

**Unlock Condition:**  
Appears only on  
every fourth Sunday  
of the month.

Acid Trap Hole  
Alligator's Sword Dragon  
Alpha The Magnet Warrior  
Aqua Chorus  
Bell of Destruction  
Beta The Magnet Warrior  
Big Shield Gardna  
Bright Castle  
Crush Card  
Cyber Shield  
Cyber-Tech Alligator  
Dark Sage  
Dunames Dark Witch  
Exchange  
Gamma The Magnet Warrior  
Garma Sword  
Garma Sword Oath  
Goblin Fan  
Graceful Dice  
Harpie's Feather Duster  
Harpie's Pet Dragon  
Insect Armor with Laser Cannon  
Insect Queen  
Kunai with Chain  
Magic-Arm Shield  
Mesmeric Control  
Metalmorph  
Negate Attack  
Salamandra  
Seal of the Ancients  
Sebek's Blessing  
Selaryu  
Sinister Serpent  
Skull Dice  
Slate Warrior  
Sword of Dragon's Soul  
Valkyriion the Magna Warrior  
Vorse Raider  
Widespread Ruin  
Windstorm of Etaqua  
Zoa



## Dark Millennium Necklace



**Unlock Condition:**  
Appears once you have 50 percent of all cards in the game in your Trunk.

Alligator's Sword  
Anti-Magic Fragrance  
Axe of Despair  
B. Skull Dragon  
Barrel Dragon  
Black Luster Soldier  
Blue-Eyes Ultimate Dragon  
Blue-Eyes White Dragon  
Buster Blader  
Castle of Dark Illusions  
Catapult Turtle  
Celtic Guardian  
Cocoon of Evolution  
Crush Card  
Dark Magician  
Dark Magician Girl  
Dark Necrofae  
Dark-Eyes Illusionist  
Destiny Board  
Dimensional Warrior  
Drill Bug  
Dunames Dark Witch  
Exodia the Forbidden One  
Flame Swordsman  
Fortress Whale  
Gala The Fierce Knight  
Gate Guardian  
Giant Soldier of Stone  
Graceful Dice  
Great Moth  
Harpie Lady Sisters  
Hyozanryu  
Insect Queen  
Invitation to a Dark Sleep  
Jinzo  
Kazejin  
Kiseitai  
Kotodama  
Kycoo the Ghost Destroyer  
Larvae Moth  
Launcher Spider  
Magic Cylinder  
Magician of Black Chaos  
Metalzoa  
Panther Warrior  
Pendulum Machine

Perfectly Ultimate Great Moth  
Pumpking the King of Ghosts  
Red-Eyes B. Dragon  
Red-Eyes Black Metal Dragon  
Red-Moon Baby  
Riryoku  
Sanga of the Thunder  
Seven Tools of the Bandit  
Skull Dice  
Sujin  
Tailor of the Fickle  
The Legendary Fisherman  
The Masked Beast  
The Snake Hair  
Thousand Dragon  
Thousand-Eyes Restrict  
Tiger Axe  
Time Wizard  
Torrential Tribute  
Total Defense Shogun  
Ultimate Offering

## Dark Magician Girl



**Unlock Condition:**  
Appears after you win 10 weekend Duels.

Dark Magic Curtain  
Dark Magician  
Dark Magician Girl  
Magic Cylinder  
Mystic Box  
Thousand Knives

## Destiny Board



**Unlock Condition:**  
Appears once you beat all normal Duelists and win the Championship, Challenge Cup, and K.C. Cup each.

Aqua Spirit  
Bazoo the Soul-Eater  
Blind Destruction  
Boneheimer  
Collected Power  
Cyclon Laser  
Dark Magician  
Dark Spirit of the Silent

Deal of Phantom  
Destiny Board  
Destruction Punch  
Dragonic Attack  
Earthbound Spirit  
Ekiybo Drakmord  
Flame Dancer  
Fusion Gate  
Garuda the Wind Spirit  
Glasaurus  
Graverobber's Retribution  
Headless Knight  
Jowgen the Spiritualist  
Lightning Conger  
Maryokutai  
Miracle Dig  
Riryoku Field  
Royal Command  
Skull Lair  
Soul of Purity and Light  
Spherous Lady  
Spirit Elimination  
Spirit Message "A"  
Spirit Message "I"  
Spirit Message "L"  
Spirit Message "N"  
Spirit of Flames  
Spiritualism  
Summoner of Illusions  
Supply

The Dark Door  
The Earl of Demise  
The Emperor's Holiday  
The Gross Ghost of Fled Dreams  
The Last Warrior from Another Planet  
The Portrait's Secret  
The Rock Spirit  
Tornado Bird  
Vengeful Bog Spirit  
Zombyra the Dark

## The Masked Beast



**Unlock Condition:**  
Appears after you beat all normal Duelists and win the Championship, Challenge Cup, and K.C. Cup.

Amazon Archer  
Amphibian Beast  
Bio-Mage  
Blue-Eyes White Dragon  
Card of Safe Return  
Chosen One  
Crimson Sentry  
Cure Mermaid  
Curse of the Masked Beast

Dancing Fairy  
Empress Mantis  
Fairy Box  
Fairy Guardian  
Fire Princess  
Fire Sorcerer  
Flying Fish  
Gadget Soldier  
Grand Tiki Elder  
Humanoid Slime  
Humanoid Worm Drake  
Hysteric Fairy  
Infinite Cards  
Jam Breeding Machine  
Jam Defender  
Jar of Greed  
Lady Assailant of Flames  
Lady Panther  
Lightning Blade  
Mage Power  
Marie the Fallen One  
Mask of Brutality  
Mask of Dispel  
Mask of Restrict  
Mask of the Accursed  
Mask of Weakness  
Melchior the Four-Face Beast  
Nuvia the Wicked  
Offerings to the Doomed  
Return of the Doomed  
Revival Jam  
Scroll of Bewitchment  
Shining Abyss  
Spirit of the Breeze  
St. Joan  
Swordsman of Landstar  
The Forgiving Maiden  
The Masked Beast  
The Unfriendly Amazon  
Tornado Wall  
Torrential Tribute  
United We Stand  
Worm Drake

## Unknown Pack

**Unlock Condition:** Appears after you unlock all the other hidden booster packs.

Acid Trap Hole  
Crush Card  
Harpie's Feather Duster  
Kunai with Chain  
Metamorph  
Millennium Shield  
Red-Eyes B. Dragon  
Total Defense Shogun  
Widespread Ruin



# TAKE THE STAIRWAY TO VICTORY



## Black Luster Soldier



[Warrior/Ritual]

This monster is summoned with the Ritual Magic Card, Black Luster Ritual. You must also offer monsters whose total Level stars equal 8 or more from the field or your hand as a sacrifice.

HTC 3000 DEF 2500



ISBN 0-7615-4300-2



0 66874 54300 3

Elliott Chin  
primagames.com®

©1996 KAZUKI TAKAHASHI  
Konami is a registered trademark of KONAMI CORPORATION.  
©2003 KONAMI & Konami Computer Entertainment Japan  
The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

Strategies for building the perfect all-around Deck for dueling any opponent.

Comprehensive dueling basics

Exhaustive single-player campaign walkthrough

Complete card list for over 1,000 cards, with vital stats and special effects

Duelist bios, including type of Deck and cards to watch out for

